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SEPTEMBER 1990 £2.95 DMD IPTS 735 AN EMAP PUBLICATION

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AMIGA

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SIGNS



SHADOW WARRIORS, the latest, greedier and most ambitious martial arts coin-op game now ropes onto your computer. **FEATURING** interactive scenic backdrops, the secrets of the Ninja assassination techniques have been handed down since the Medieval wars... now they live on in the jungle of the American metropolis. A thousand years of the Ninja secrets of your fingertips... Take your techniques to the streets. **SHADOW WARRIOR...the hero of the nineties.**



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THE TIMES



The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerrilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

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CINEMAWARE

P R E S E N T S



Cinemaware presents a special double bill for computer Users featuring
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Experience bugs the size of Benks. Feel the desert wind thap your parched lips. Be consumed by your worst nightmares. Witness science fiction become fact as the unimaginable becomes real in...
IT CAME FROM THE DESERT.

Relive the action, glory, and of the pants-daring of a WWI Allied fighter pilot. Strike Hun armies, bomb enemy aerodromes and match wits against deadly Aces in heart-stopping dogfights, the flier going down in flames... without a parachute in **WINGS**.

IT CAME FROM THE DESERT is now playing for the Commodore Amiga (1 meg only) priced at 29.99. Coming shortly for IBM PC and compatibles and the Atari ST.

WINGS is a coming attraction for the Commodore Amiga also priced at 29.99.

Cinemaware's TV Sports Football and TV Sports Basketball are already available for the Commodore Amiga.

MIRROR
Soft

Irwin House, 112 Southwark Street
London SE1 0BW.

B U Z Z

COMIC CAPERS

Tintin, Snowy, Professor Calculus and that old steed, Captain Haddock, are back in another adventure from French software, Infogrames. This time the game draws on two Tintin books, "The 7 Crystal Balls" and "Prisoners of the Sun" where Tintin is at grips with the curse of King Pharoos (a snake). With graphics that capture the atmosphere of the Hergé strip, Tintin White The Incan, an arcade and adventure game, will be in the shops by Christmas.



WALK ON THE WILD SIDE

Progamers have a potential blockbuster on their hands with a new futuristic shoot 'em up, Roller.

Roller, scheduled for release until February next year, the early demos certainly took the business. Featuring lots of ray-traced graphics using Sculpt 4.0 and 3D scrolling capabilities, Roller is a huge mechanical creature equipped with state-of-the-art super weapons and controlled by voice commands and a mouse. Set on a hostile alien planet you're Ralith's last chance for freedom and must destroy various strategic military bases to save your home planet

from annihilation. The game is set over 4 levels, each with three sub-sections or missions to complete. The control concept of the armored high-rise tank is detachable and can fly around independently from the host body. With legions of alien nasties to destroy, CII will have an exclusive insight in the very near future. Watch for it.



HORROR STORY

Campers, lovers of blood, or even just those who like a rethinking good singalong will no doubt be thrilled to hear of the debut of the Rocky Horror Picture Show on the Amiga.

CII's game of transsexual spirits will follow much the story line as their 8-bit release some six years ago — although Amiga ARMS will boast digitized stars from the cult musical movie.

Now play Rock — the fanatic American geek — or Janet, his girlfriend and female counterpart, and have to rescue your partner, who has been turned to stone on the stage of Castle Frankenstein.

Control segments of Medusa and dance to sounds of The Timecop, and ARMS will be ready for Janet's — or your — final feline stockings.



A LIFE ON THE OCEAN W

Don't make waves with the announcement of two new Atari spin-off conversions. The first, Navy, involves a counter service of the future entrusted to carry special, top secret packages such as deadly viruses and sophisticated missile systems. There are nine missions to complete and success depends on your ability to drive your hydrocraft, equipped with supercharged speed and firepower, past enemy forces with boats, jet axes, jets, ships, choppers, fighters, the works! A boost button sends you



TOUCHDOWN

Autogenic went out in force at the recent American Game展 at Wembley to promote the development of their new American Football game. Due for release in the spring of 1991, the game's release has been timed to coincide with the launch of the new World League of American Football which will consist of 12 teams from Europe and North America. Programmed by Benton Design, responsible for the classic Shadowline strategy game, it will be in a similar style to Greenware's TV Sport series, 'only better'. Another game under development in Autogenic's Sports Action series will be a Rugby sim. For the purists, the game will have both League and Union options — out in spring, 1991.



AN WAVES

hydrocraft into the air to take an chopper and air balloons and progress depends on quick reflexes and arcade skill.

The second licence, Skull & Crossbones, is set on the high seas and involves a swordfighting fight to the finish for food, drink, booty and revenge. It becomes the master of the seas as you fight off five seafarers, save shipwrecked from imprisonment, defeat the Exman, look Medusa in the eye and defeat the evil wizard in hand to hand combat. Both games will be available early next year.



SHADOW OF THE BEAST 2

After the success of Shadow of the Beast, Psygnosis have come up with a sequel, The Beast: The Shadow Deepens. After seeing off the demonic forces of the Beast Lord in the

first game, now matches you that your sister has been abducted. The evil Beast mage, Deak, — a savage master priest devoted to the Beast Lord — plans to make her his slave.

Being a bit skewed off by this when you journey to the place of her capture and must survive hidden traps, impossible puzzles and menacing monsters before she can be freed. With a movie-like sequence, a new cast of characters and a limited edition T-shirt, the game is released in September.

KILLING GAME SHOW

Welcome to the Killing Game Show — the deadliest show in the galaxy! Watch contestants compete for the ultimate prize — their life. Ten talks, the mezzanine, elegant collection of degenarates, ragabonds, thieves, assassins and the broken have been rounded up and thrown into the Pits of Death to challenge Hostile Artificial Life

Forms (HAGLF) in a fight to the finish. Placed in an armoured body suit, you're got to hop from platform to platform avoiding obstacles to get power ups, tools and items to reach end of level quickly. With 18 levels, and an instant replay facility to find out where you went wrong, the game's out on the Psygnosis label this month.



THE LEGEND OF BILLY BOULDER



The Story Is Fun The year is 2 million years BC and an evil wizard has cast a spell so a

princess who will eventually kill him. Billy, having lost his heart to the princess, must track the wizard down and get him to remove the spell. Living in a world of hidden ruins, dense jungles, huge lakes and 22 other evil bill must use his

magic and a selection of weapons to search shore to help find the wizard. In each city there are thousands of enemies each trying to cheat, steal and deceive him and only you can help him in his quest. Out in October from US Gold.

MAD PROFESSOR MARIARTI

Professor Mariarti is completely insane. He just cannot stop inventing things and even more of his house is often full of his water and wonderful gizmos. The housewife don't take kindly to the Prof's inventions, especially with his man's computer chips running around the streets, so have earned notice

to close down his laboratories. Failure to comply will result in the Prof being dumped in Boulder. Professor's local laundie system. There are puzzles to solve, molecular monsters to destroy and labors to be collected. Various power ups are available in the Prof's house the way around the maze of play-

forms copping mutant monsters with a spawner, flamethrower and laser gun. Watch out for the Twinkl, but then from September.



B U Z Z



BETRAYAL

Intelligence, mystery and double dealings make you the latest strategy action game from Hastings, but in *Betrayal* treachery is the undercurrent of economic, military and political intrigue. The aim of the game is to win control of either the court of the bishop or king. This is done by constantly infiltrating courtiers under your control and undermining their authority. The ultimate objective is to set up your own puppet king or bishop and achieve Absolute Power. The acquisition of towns through



military action and the formation of militia groups helps secure your influence. Sound financial management of your lands and political maneuvering are also essential skills in your



attempts to undermine the ruling authorities. Able to recruit assassins, rob villages in a stroke, writing scandalous letters and generally being a bit of a tyrant are all part of the fun. Out in October.

BADLANDS

Fifty years have passed since the last nuclear war destroyed most of the world. Out of the ruins of an area known only as the Badlands, a new and barbaric spirit has taken hold. Armored sports cars race round specially built tracks in a

relentless battle as players beat each other out of the way to be first over the finishing line. *Badlands* has eight unique tracks that change in the level of difficulty increases. The third rule-up makes the single driver cars of Denmark in November.



MR DO! RUN RUN

Mr Do has to run and run in a 18-66 version of the Universal track rule-up. Released on this month's software's Arcade Classics label, the player is cast as the misadventurous clown, Mr Do. During the game he has to collect a variety of balls in a real number of colorful cars with

nothing but a magical crystal ball to protect him from the swarms of cars but deadly monsters intent on gobbling him up. Be careful, the crystal ball needs time to recharge itself after each power surge and you'll have to keep on the run to stay out of trouble.



DAYS OF THUNDER

Taking up pole position at the soft shops this November will be *Days of Thunder*. Based on the new Fox Cable movie, the game uses 3D-in vector graphics to reproduce the different tracks on the North American Stock Car circuit. With a variety of different camera-Selectable viewpoints, including sky cam, trackside, ground level and above, *Days of Thunder* takes you up close to the bumper to bumper action. The

game also allows you to hook up your friends for another *Amiga* for a head to head racing shell.

large and extensive you can for maximum performance. Out from Mindscape in September.



DAYS OF *Thunder*

TM

The game of the film!



M I N D S C A P E

For further information on Mindscape products and your local dealer, contact:
The Coach House, Hooklands Estate, Squires Hill, West Sussex BN11 7 7NG. Tel. 0344 4560761



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B U Z Z

TURBO CHALLENGE

Gentle would like to challenge you to a race, but not any race, though. This time you're behind the computer wheel of a Lotus Esprit Turbo, which can accelerate from 0 to 60 mph in 4.7 seconds. The game uses a split screen 3D view of two Lotus Esprit Turbos racing each other with up to twenty other computer-controlled opponents to compete against. Featuring massive hills, vicious bands and three levels of difficulty, the game offers a total of thirty-two different tracks set in seven different countries. Hack round circuits at up to 150 mph, refuel in pitstops, and work your way to the top of the leader board.



The ultimate aim is to win the championship at the hardest level, but finishing first in a race means you start the next race from the last place on the grid. It ain't going to be easy. If you

manage to become the world's number one driver, Gentle will send you a certificate as testimony to your fearsome driving skills. Look for this one in November.

THEY'RE BACK!



Paying to be a smash hit of the cinema, Gremlins 2 has been scooped up by E!to. Featuring the sickeningly cute Gomo, the new film switches to Clamp (Place in New York where a bunch

of evil Gremlins have begun to multiply and run amok. Scheduled for an autumn release, the new game is a welcome return to the top ranks, for E!to offer a quiet time in recent months. We'll have a full review in a couple of months.



BIG BUSINESS

With Corporation receiving rave reviews in the computer press and only days away from its official release, Core Design have announced their intention to produce a sequel set in outer space. Five years have passed since a Dallas agent managed to infiltrate the high-security systems of the Universal Cybernetics Corporation and steal an embryo of one of their genetically created maniacs. UCC have since switched production to a secret research lab in outer space and have developed far more sophisticated and handsome creatures

capable of crushing a human to a bloody pulp with their bare hands. Dallas are once more called into action and the player

must infiltrate the spaceship, locate the lab and blow up the research corps once and for all. But next year.





WORKING THE NIGHT SHIFT

Irisoft will be releasing a new Lucasfilm game called *Nightshift* — set in none other than the workshop of Industrial Light and Magic. George Lucas' real-life award-winning special effects company. But instead of building CGFs, you build bottom, Zak and other spines from Lucasfilm games.

You play a Hollywood entrepreneur, who runs the factory nightshift and who is determined to up the production quota.

Nightshift on the Amiga will be coming off the assembly line early next year.



TEAM YANKEE

How from Empire, this game's a 3D Tank Combat simulation based on Harold Cooper's No. 1 best-selling book and involves taking control of one of four separate tank units made up of four vehicles each. The strategic deployment of units takes place

on plan maps, while the action is controlled and viewed in a simulated 3D model of the battlefield. The player has the option to control and view all four tank units at once on a split screen or single unit view. Particular tank unit on a full

screen. Based on five major tank battles, *Team Yankee* has a full pre-mission briefing, in-game drive and view tanks based on official specifications and statistics. Available in September.

SHOCK WAVE

Alien Mother Ships have landed on Earth and are bent on annihilating all human life. As commander-in-chief it's your job to defend four vital sectors — mines, factories, oilfields and army HQ — from the marauding aliens. Each sector provides vital supplies necessary to the war effort such as money from the mines and fuel

from the oilfields. Armed with a high-powered ground sidescan you must decide which sector to defend first. Against almost impossible odds you are aided by teams and armour plating

weapons with the chance to acquire smart bombs, rockets and nuclear warheads. Not only if your facilities remain intact. A new release from Digital Magic in October.



ZIRIAX



Shoot 'em up action is coming your way in the form of *Ziriaux*, a fast fantastically swirling shoot 'em up set in outer space. Piloting a small attack ship you've got to shoot down what look like flying hamburgers, mutated

insects, armored fighters and contend with monsters, tanks and green lizards. With 8 B+G levels, power-ups, energy pods, and plenty of surprises, *Ziriaux* is flying your way from the Soft-ware Business in September.

CRICKET CAPTAIN

Get a taste of County cricket in this new game from E&S Games. It's your job as manager of a County cricket club to take the side up to the league and into the championship. Combining a fully playable cricket game with a management strategy game, *Cricket Captain* allows you to select a coach, buy and sell, trade the squad, recruit players for the youth and senior teams, adjust each player's wages, to

balance the club accounts and take on all comers on the pitch. The ultimate aim is to

win the league and get promoted to manage the national team. Out in October.





Zeroing in on the bad guys.



Level four, the shoot-out in the laundry.

ROBOCOP 2

Based in Liverpool's grandiose Albert docks, Special FX can lay claim to being Coe's right arm when it comes to the programming stakes. In the past they've been responsible for smash hits such as *Midnight Resistance*, *Unsub* and *Batman*. As *RoboCop* was the best selling game of 1989 the sequel has a lot to live up to.

The game will be made up of eight levels grouped into four distinctive types. First there's the brain sections, which appear twice throughout the game. Here Robo has to try and regain his memory of himself and his wife. This is done by tracing a line through Robo's memory chips on a graphic

He's back. New body, new mind, same ultra-violence. Set to clean up this Christmas, Mark Patterson investigates.



Kenn's early drafts for Robo's movement.

representation of a circuit board. Similar to the bike section in the arcade version of *Iron*, you can't double back or go through the same location twice, but if you get stuck you can "flip" your lines to the other side of the board, so it's hard getting into a no-win situation. As more chips are passed a digitised picture of one of the film's characters appears, a nice presentation touch which also serves as a guide as to how you are doing. These sections have time limits, but if you complete them you get a handy restart option the next time Robo runs out of lives. Then there's the shooting range. Similar to the one in *RoboCop*, the villains now appear at the windows of



Robo kicks off on level four.



Freeze the bear out by swinging on the clock.

an abandoned house. So do the good guys. Needless to say, you shoot anything that's pointing a gun at you. Success here increases your shooting accuracy; the more targets you hit the less shot you need to put the bad guys down. Again, this appears twice, so if you make a bull's-eye first time you get a chance to redeem yourself later on.

The most significant sections are, naturally, the bits where you get to shoot things. For instance, the brewery contains plenty of villains who are just begging to be shot. On top of that there are huge beer tanks which need to be emptied before Robo can proceed. Every so often a

bad guy in sight. This is an out-and-out shoot 'em up. At the top there's a face-off with Robocop 3, who comes at kinds of exotic weapons. From there Robocop and Robocop 3 descend through the building. Robocop 3 uses a different weapon each floor which Robo has to shoot off when they reach the bottom. Robocop 3 opens up with all the weapons that weren't shot off earlier on in the level.

In between each level is a digitized picture updating you as to which bit of the film you're up to. Though there's no in-game music, there's enough digitized sound effects to make it like a full scale war.



Robo's back in action.

THE FILM

Once more Robocop is out on the streets battling crime, only this time he's been improved. At the start of the film he's dismantled, given a nice, new, blue-ish body, a couple of hundred more objectives, and has had his memory tampered with. When he finally gets back on the streets he uncovers a vicious gang

who are flooding the city with a highly addictive synthetic drug. Robo does his duty and shuts the gang down, killing several members in the process. Unknown to him their leader (who he thought was dead) has had his brain placed with Robocop 3, setting the scene for some more spectacular pyrexia.



RoboCop's enemies are only one of the hazards Robo must face.

character from the film will appear. This puts Robo into arrest mode. All he has to do is get to the character without killing him or being killed. It isn't easy.

In the prelude to this final battle Robocop must make it to the top of a skyscraper blazing off the

if Robocop 2 is half as successful as its brother it'll be a big hit. From what I've seen it looks as though it's going to be bigger than that.

THE TEAM

Linking a game with a film is never easy. As a guide the team were given a pre-release version of Robocop 2, minus several scenes. The biggest challenge for artists Karen Davies and Colin Rushby were making Robocop move like a human, which was eventually achieved by squaring off the main

characters and moving the body from the shoulders. Keith Timmon, the sound department, was given the job of creating the theme tune as well as sorting out the best samples to run during the game. Putting it all together is down to Ian Morris, who's the main programming brain behind the bunch.



The cops gather for the final showdown with Robo 3.

WE SET THE SCENE ... NOW YOU SOLVE THE ...

MURDER!

19TH JUNE 1941



'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Jones, aged 40, an attorney from Basing-

stoke, W. Sussex.

It is believed Mr Jones was stabbed to death at the home of Mrs Audrey

Brown-Hall, actress & former of the famous film star Sebastian Brown-Hall, who was holding a cocktail party for the rich & famous. As one of the guests, Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is questioning Mr Harry Glover, a prominent political figure. Mr De Victor Jones, a well-known local figure, has been in the area of the crime, but they are waiting to arrive at a report. It was discovered.



DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Jones who was attending a cocktail party at 'Ghastley Manor'.

He reports, "Things are not quite as I initially thought. The pastime is mixed with love affairs, disputes over inheritance & a number of jokers' rags."

Investigation continues.



THE SCENE OF THE HORRENDOUS CRIME!

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Original Software



- Nearly 100 unique murders provide ultimate replayability
- RGB settings at every turn to make you off the scene
- 1548 & 1648 (continued throughout) ● 4 difficulty levels, from casual to expert
- 1000+ potential murder suspects ● Facility to 1000+ & 1000+ (continued throughout) ● 1000+ & 1000+ (continued throughout)
- 1000+ & 1000+ (continued throughout) ● 1000+ & 1000+ (continued throughout)

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THE SPY WHO LOVED ME

With the new 007 movie not scheduled for release until next year, Domark have dipped into Ion Productions' back catalogue of movies to find a suitable film for their next game. The *Spy Who Loved Me*, with its spectacular car and speedboat chases, underwater combat and gun battles was the logical choice.

Karl Stromberg, evil incarnate, has captured two nuclear subs and plans to nuke New York and Moscow. Only Bond, with a case-load of super weapons in one hand and dry Martini in the other, can save the day and is sent to kick ass.

Paul Morgrave, 33, headed the programming on the Amiga with Tony West, 33, and Lloyd Baker, 19, creating the graphics. Tony is a veteran of the industry having worked on *F16*, *Command Pilot*, *Cyberball* and *A Licence*—all Tony works almost exclusively on the ST and ports over graphics to the Amiga, but intends to eventually ditch the ST in favor of the superior capabilities of the Amiga. In *The Spy Who Loved Me*, the Amiga offers a bigger screen and much better sound effects and colour. Because of its architecture, the Amiga can also play digitised sound effects while the game is playing.

Soundwise, 17 year old Matthew Furness has turned in an amazing job

Bond's back. The 60's wonder reaches for his electronic bag of tricks and gets set for another Domark adventure.



Bond's Lotus gets super-charged.

version of the Bond theme tune. The song was produced using an Amiga Soundtracker and Roland synth. With musical credits for *Hard Drive*, *Kiss and Squeeze* from *The Power of the Rabbit* Morgrave already under his belt, he's one to watch.

The game intro is a digitised sequence taken directly from the film's famous opening credits. The game itself begins with Bond arriving in Sardinia and picking up his Lotus from Q. The first and third levels are derivative of the classic *Spy Hunter* coin-op diving game with the idea being to shoot everything in sight, pick up

Q tokens, and improve the handling, speed and weapon characteristics of your car. The second level involves a speed boat chase with ramps and other obstacles to negotiate. The fourth level is a classic underwater shoot 'em up with pick ups, weapons, waves of

baddies and Stromberg's hideout. Finally, proving to be the end of level nasty with its range of gun turret, missiles and other such defenses. Operation Moshstyle action is used in levels five and eight with Bond having to plant a bomb on Stromberg's oil tanker while you take care of his henchman by shooting them as they bob up and down. In the eighth level you must protect your girlfriend/ Russian agent while bumbling off Java and tail buddies. Level 9 involves reprogramming tracking computers to aim nuclear missiles at each other rather than the two cities. This is done by cracking a combination code in a set time limit. A jet sailing shoot 'em up completes the picture in level seven.

Operation Moshstyle action starts about here.



Spyre willer sheds from the eighth level.



Yikes. Stromberg's got your girlfriend. Can you kill him first?



THE CU COLLECT



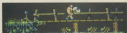
MONTY PYTHON'S FLYING CIRCUS

PJ Garmy's lost his mind! During an accident it slipped out, split into four pieces and bobbled off in search of the good life. The only way he can collect all four pieces together again is to pick up sixteen cans of spam per quarter of brain. Unfortunately he's had his body replaced with that of a fish! Shoot parrots and other animated objects, because P.J.'s not invincible and if he runs out of energy he's for the big foot.

DEMO FAX:
Supplier: Virgin
Price: £19.99

Release Date: September

Notes: Shoot all the cheeses to reveal cans of spam. Open pipes can be shot to reach awkward spam.



TORVAK THE WARRIOR

Set in an age of might and magic a lone barbarian embarks on a heroic quest. Torvak The Warrior gives you the chance to flex your muscles and go battle with evil creatures perverted by magic. Extra weapons such as swords and maces can be collected on the way, along with potions and shields. Smash obstacles to reveal hidden objects. Flashing gloves increase his energy. Avoid deep water as this barbarian can't swim.

DEMO FAX:
Supplier: Core Design
Price: £24.99 (and not £19.99 as stated on the demo screen).

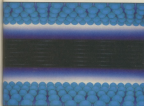
Release Date: September

Notes: To jump off platforms and down wells, push up and fire, then pull the joystick down as you descend.



THIS MONTH IT'S SLASH 'EM AND HACK 'EM ACTION FROM CORE DESIGN'S **TORNAK THE WARRIOR** AND ZANY SHOOT 'EM UP FUN FROM VIRGIN'S **MONTY PYTHON GAME**. THERE'S A BUMPER HACKS SECTION, A TIME CIRCLE DEMO AND A NIFTY CU INTRO TUNE BY STEVE 'ELECTRONIC' HARRISON.

TION



FANTA-SPHERES

This month's featured demo is from Time Circle. If you have a demo you think is good enough to feature on our cover disk follow these rules:

- 1) Demo must be less than 100k.
- 2) It must not contain any offensive material (eg bad language).
- 3) If you want your disk returned please enclose an SAE.
- 4) Then send your demo to:
Cover Demo
CU
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

HACKS

Tennis, Web Of Terror, Harley Davidson, Thunderstrike and Resolution 101 make up the hacks section this month. Follow the on screen instructions then select the hack you want.

This month's disk was compiled by A Bit On The Side, 8 Thorold Place, Kirkcubright, Doncaster, DN4 1AU. The hacks section was programmed by Andy Crito.

FAULTY DISK?

If your disk doesn't boot, or you think there's a problem, wrap it up and send it to this address...

CU Disk Returns
PC Wise
Methyr Industrial Park
Pentrevelach
Methyr Tidl
Mid Glamorgan
CF48 4PR

IT'S EASY

Using the disk couldn't be easier. Reset your Amiga and insert the disk. To get past the intro tune click on the left mouse button. The drive stops and the screen flashes for a few seconds on some programs. This is perfectly normal, it's just the program decompacting. When you've finished playing a demo you need to reset your Amiga and reload the disk for the other features.



BACKCHAT

Progress

I am a fourteen year old Commodore freak. Ever since I bought your magazine five years ago I have watched software houses come and go.

Throughout that time only one software company has produced the games the public want to buy, Ocean. Now as they are a rich company, they snuff up all the licenses without any real competition.

But there has always been another company along side them, US Gold. Their conversions on the C64 were a bit dodgy, but now they have decided to make their own games on the Amiga they are really surpassing themselves with titles such as *3 Mutants*, *Knights Of The CrystalBall*, *Their Finest Hour* and *Sherman M4*. Their last game, *Rotor*, proves my point and led me to write this letter.

I congratulate US Gold and wish them all the best in the future.

Matthew Harper, Kent.

Top, USG are really turning out some corkers, aren't they? As for Ocean snapping up every major license — well, they've not had it all their own way recently. They've lost the *Turkies* and missed out on *Adrian vs. Predator*, *Crashdub 2*, *Dick Tracy*, *Days of Thunder* etc. But then, I suppose they can pick and choose.

Awkwardability

Having been a regular reader of your fabulous magazine for the past four years (it wasn't as good

CU LETTERS

Write to us at CU, 33-32 Farringdon Lane,
London EC1R 3AU

them as it is now) I would like to express my opinion about the way the games are reviewed. Generally I would agree with the ratings most games are given, but I would like to point out that games such as *RTW*'s might warrant different categories apart from graphics and sound, such as an IQ factor which isn't considered at all in the rating table.

Games like *JCMT* may look nice but as far as playability is concerned I wouldn't even give it 10%! *Space Henge* plays well but you don't have to be a genius to complete this game in a week. If these two games were given an IQ Rating *Awkwardability* doesn't really reflect the difficulty of the games! I wouldn't waste my hard earned money buying them. So why not set up a different ratings system for adventure and RPG style games?

Pablo Osterbladen, York.

We are working on a concise rating system for RPG, Strategy and Adventure games and hope to have a new format worked out in a couple of issues time.

Quids in

How about giving a prize for the best letter printed in your magazine? Fifty quids worth of software should be OK, and I think I should be the recipient of this prize for coming up with such a cool idea.

Antonio Moramora,
Australia

How about we double your suggestion? If you have any points to make, complaints, compliments or grievances, write to Back Chat. You never know, you might just earn yourself £100 of gameware for the star

letter. The letter's page is also expanding to two pages from next issue as get writing.

Side swipe

Congratulations on your cover disk. The *Rotor* disk was fantastic, and the last one featuring *Wings* and *Back to the Future II* was great too. It's a great idea to start including some PD stuff. I've been a fan of the PD scene for some years — there are some really talented people working out there. Keep up the good work!

P J Hogginsford,
Ramsay, In.

We're planning lots more PD demos. Our disks are now put together by A. Be On The Side, one of the top PD companies in the country and they've got some wild ideas on how to make our disks even better.

Under cover

The *Floral (shy)* cover was great and the *Rotor (shy)* cover was miles better than the version USG used in their ads. Who does them for you? Does he use a super-Amiga or something to make up the images?

Arthur Conway,
Northants

Our covers are put together on a £80,000 Quantel system by artist, Jamie Russell. He takes the basic theme of the cover game and uses a Paintbox art package and digitised pictures to create all sorts of weird and wonderful images.



MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduces the winner, Autumn 1990.



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DEMOS

On offer this month: a heavy metal collection of Eddie the 'ead pics by Motorhead, a cacophony of PD musak, and just about anything else the PD companies could throw at us!



The Eddie scan show from *The Deeper Domain* features various shots from every period in the Maiden mascot's history.



Another shot from the Eddie scan show.



A rather raunchy piece of fantasy art taken from the *Divine Visions* demo. Supplied by *The Deeper Domain*.

SUPPLIERS' GUIDE

Premier PD, 15 Croasteth Drive, Rainford, Merseyside, WA11 8JZ.

Virus Free PD, 23 Elborough Street, Swindon, SN2 2LS.

A Bit On The Side, 8 Thorold Place, Kirk Sandall, Doncaster.

Hasselfree PD, 149 Walsley Way, Syston, Leicesters, LE1 8NS.

NBS, 132 Cornville Road, Newport, Isle Of Wight, PO28 5LH.

Seventeen Bit, PO Box 97, Wakefield, WF1 10K.

Recoll PD, 18 Down Side, Epsom, Surrey, KT18 5LX.



Visually unimpressive, this demo from Seventeen bit features an amazing sound track.



A hi-tech stereo system, complete with adjustable stereo sound. From Seventeen bit.



Another piece of digitalized artworked fantasy art, courtesy of The Deeper Domain.



DEMO OF THE MONTH

TITLE: Budbrain Megademo
AUTHOR: Budbrain
SUPPLIER: A Bit On The Side
INFO: Two disks, over 18's only

This month's demo star goes to the Budbrain megademo, on account of originality and humour. This demo opens, unusually, with the credits, which take a while to get past. Things take off with a scene called Movie, a cartoon story about a hacker come burger who comes to a rather abrupt end. Set in three parts it appears throughout the demo. Other features include an excellent, though slightly dated, acid tune. Best of all are the birds. A screeny yellow bird lays three eggs, they hatch and the middle one starts doing a solo drum machine impression while the other two look



on in amazement. The only drawback to this demo is the gratuitous, and slightly pointless, porno jokes demo at the end of the second, which should be avoided by people who are easily (and not so easily). Otherwise an outstanding demo with lots of features, and lots of fun.

PRESENTATION: 81%
ORIGINALITY: 92%
GRAPHICS: 87%
SOUND: 99%
OVERALL: 89%



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DEMOS



A great demo track on the Safehouse disc from Recall VHS.



Probably the best smiley demo in the world, from Recall.



The fastest! THE RECOIL music disc.



Expressive art and a fairly decent sound track. Again from Recall.

PD TOP 10

N.E	▲	1.	X	110
1	▼	2.	D	160
3	=	3.	X	118
2	▼	4.	X	108
4	▼	5.	M	031
6	=	6.	D	138
N.E	▲	7.	D	001
5	▼	8.	X	107
N.E	▲	9.	D	011
8	▼	10.	U	205

E - Open 16's G - Graphics S - Sound
C - Copy Q - Game M - Miscellaneous



Bouquet's Mental Hangover, at number 2 this month.

If you have any demos of your own you would like featured in this section, send them to: Readers Demos, CU Amiga, Pease Court, 35-37 Farringdon Lane, London EC1R 3AU. Please enclose an SAE if you wish your disk to be returned.

Apprentice



Zolo, an apprentice to the Master of the Guild of Magicians, is young, talented and wise beyond his years. Though he has another 400 years of apprenticeship to serve, Zolo has given glimpses of brilliance. His reward is a chance to enter the Guild provided he can cross the bewitched and dangerous world of Fumo, the dragon. The world of Fumo is colourful and full of cute but intelligent inhabitants. There are many hidden levels and rooms which can only be entered after solving different puzzles.

Zolo will need all his guile, wit and mastery of his craft to solve the complex puzzles. His youth and agility will be an asset as he journeys through the bewitching colourful land of Fumo. An arcade adventure full of colour, superb graphics and intrigue, to grip your attention from start to finish.

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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND

Four channel sampled stereo rock of a Stack, Aiken and Watkinson drum track! The higher the rating the higher you rate the volume.

GRAPHICS

Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY

This rating tells you how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting does.

LASTABILITY

Speaks for itself. The higher

the rating the longer you'll be toodling it up. Ties in closely with the playability rating.

OVERALL

The most important of the lot. And here's CU's rough guide to ratings:-

0- 20%	Man, this stinks.
20-30%	Press, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game's style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	Recommended.
93%+	Super Star, our Highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why.

THE TEAM

STEVE JAMES — Steve once gave his dad 50p and told him it was the amount he'd like. But his first job involved logging around a stackful of Sunday rags. Since then he has had a number of jobs including chip shop flyer, mortuary porter and mental nurse (that's mental nurse NOT mental nurse!!) — EDL.



Secret agent, Steve 'in disguise'!

DAN BUNSEY — Dan's first job was cooking burgers at a MacDonalds. Because of his undoubted expertise in the fast food market, Dan's the man when it comes time for someone to go out to buy the burgers at our local kebab shop. He never forgets the fries!



"Do you wanna live with that, pal?"

MARK PATTERSON — Mark likes to make plenty of dough but his first job certainly didn't make him a millionaire. Working as an apprentice baker from 9am until 5pm, Mark was paid the princely sum of £10 plus all the fairy cakes he could eat. Belonging to a whopping 14 schools, he decided it was time for a change and joined the CU keep fit crew.



The CU Screen Star is for games scoring 85%-95%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.



Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

The farty game king returns after scoring 12 minutes!



SUPREMACY

Every so often a game will come along that will knock spots off the competition; it'll be an absolute corker, a true thoughtleader that takes a particular genre by the scruff of the neck, ignores convention and routine, and comes up with a radically different game destined to become a classic. *Supremacy*, from Virgin Mastertronic, is just such a game and looks set to storm the charts.

Supremacy is a space strategy game and pits the player against four alien empires in four different planetary systems. The first scenario involves an 8-planet system with your starbase at one end and the enemy's base at the other. The objective is to build up resources such as money, minerals, fuel and food and train and equip an army to fend off attacks and eventually capture the enemy's home planet. Food is an essential requirement,



Each battle ship accommodates 4 planets, but you'll need several ships when you attack the enemy's base.

unless you want to see your population wither and die, so it's best to invest in a food processor from the very start. Without fuel you won't be able to power your space craft and energy is needed to help run mining equipment. Essentially, the game is a battle for economic and military domination and resource management is the key to success.

The other six planets in the

system are barren and can be colonised to exploit their resources once they have been formatted. The animation used to depict planet formatting is similar to the genesis effect used in the Star Trek: Wrath of Khan movie with a sweeping electrical field engulfing the barren world. A toxic planet is great for fuel and mineral production but not very good for generating wealth. A biotropolis planet is useful for generating cash but not efficient

at food production. Planet formatting is random so you never know what type of planet you're going to get until after the process has finished. By clicking onto the desired planet a small text screen depicts the type of world that's been created: a volcanic eruption for a volcanic world, skyscrapers for a metropolis, green fields for a tropical world and so on.

The depth of gameplay is enormous. What at first looks a very simple task soon becomes increasingly complex. The first system is easy to master, once the basic techniques have been learned, and the leader of the rebel kingdom soon capitulates. If you have any trouble, the boxed manual offers a host of hints on how to progress further. The next three systems are much larger, require a lot more planning, and offer adversaries who are more adept at military strategy. Mining stations and food processors can be bought for cash in the first game, but thereafter require a combination of cash, food, minerals and energy. It's possible to inherit such equipment by attacking enemy planets and taking over any equipment left behind.

At the time of writing, I've managed to defeat W804, the first level leader, though never



Mining and farming equipment installed on a planet's surface.



Off-the flight screen in launch and land ships.



Mysterious pirates are attacking your starbase.

MELBOURNE
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The end-of-game animation screens for level 8.

troops force (an attack force of 16 crack platoons) and have succeeded in affixing the leader of the real system. It wasn't easy, though, as there were double the number of planets to exploit and it wasn't possible to send battle ships direct from your starbase to the enemy's HQ as you could do in the first scenario.

The icons allow quick access to all the screens. My only grumble here is the need to access so many of them to buy, crew, launch and set up a farming or mining unit on another planet. The same goes for training and equipping an army and flying it into battle. It's also a good idea to use a pan and reselect (not provided) to keep track on where all your troops are and which planets have farming/mining units on them. Although you can access this info it's rather time consuming and while you're doing that, the enemy could be attacking one of your planets.

The use of on-screen messages while another dimension to the game. The main screen



Wilyke is brought in, humiliated and captured.



Blunt: 'That's one way to deal with him!'

not only tells you when an enemy is attacking, who's won the battle, or when food supplies are getting low but also relays important news stories from around the solar system. During play I received messages telling me a plague of aneco-insects had wiped out my farming units on one planet and that my scientists had developed a nuclear drive so I didn't need to refuel my battle ships. Some of these messages are entirely random so no less games are entirely dull.

There's a variety of ways to play the game. On level one I

adopted a gangster attitude, built up a vast army of super soldiers and went straight for the jugular. By level two this tactic wasn't successful, I had to adopt a more careful strategy and slowly build up resources and equipment before I could launch an effective attack. Even then, when I sent 8 platoons to his starbase I found myself vastly outnumbered and had to hastily retreat and send for reinforcements. Another approach is to build an empire of rich manufacturing planets, buy the best equipped troops, and finally attack planet against attack.

The game has some marvellous touches. When attacking enemy troops there are three animation screens depicting the battle which come up alternately each time the battle screen is selected. There's also a panel where you can choose the aggressiveness of your troops as they fight. This increases their strength level but means that they die quicker. As enemy forces increase a faint image of the opposing disaster forms across the system screen which gets brighter as the

SCREEN SCENE



enemy approaches your starbase.

It's essential to play the first level and not get stuck into the most difficult scenario straight away. The last level bad guy is a tough nut who can outsmart and outthink you with ease. I haven't defeated him yet and it looks like it will be a long time before I do. I recently played against him as soon as I got the game and was soon reduced to licking his boots.

Nick Brady (design) and David Perry (programming) have come up with the ultimate in strategy games. There are so many different ways to play *Supremacy* that you can always find a new approach and a different set of tactics to use. A classic.

Don Singelby



The final battle, 20 exact platoons are set to wipe out the enemy starbase.



You cannot afford to buy those troops.

SOUND:	75%
GRAPHICS:	80%
PLAYABILITY:	91%
LASTABILITY:	92%
OVERALL:	93%



On the top you have the F-19, below the F-117A

F-19 STEALTH FIGHTER

In one of the most spectacular coups of recent years, MicroProse USA produced a flight sim based on a plane which nobody, bar designers, military brass and the White House, knew anything

about: the F-19 Stealth Fighter. Though visually incorrect, and the name finally revealed as the F-117A, Microprose's simulation was, amazingly, so accurate that it actually landed them in trouble with the military when it was released on the PC.

Now that technical data as well as pictures have been

released it's made things a lot easier for the Amiga and ST programmers. Rather than scrap their original prediction for the stealth fighter, the programmers have decided to keep it in along side the actual F-117A, so there are two planes to choose from.

Start off by entering your pilot's name then select a

mission to fly. Choosing a mission is a matter of selecting the scenario (Libya, Persian Gulf, Norway and World War Three in Europe), followed by strike missions against ground targets or air to air missions. Depending on how good you are at landing you can set the controls for no crashes, easy



An overview of your next mission



MICROPROSE
PRICE: £29.99

SCREEN SCENE



After an embarrassing international incident, 2nd Lt. Julian Moore returned to his squadron. The squadron commander was not pleased that the primary target remains intact. The performance rating for this mission was 0.

Not a very productive mission



Over sixteen different weapons to choose from



landings, or the real thing which can prove very tough.

Arming your plane isn't easy either. I spent some time sifting through the extensive manual trying to decide what weapon would cause the most damage to enemy villages. The computer suggests what the best weapon selections are for each mission, but these will differ from your own personal taste. You can launch from an aircraft carrier or, more likely, an airport in friendly

territory. From here an F-16 runs similar to other wargames. The plane's computer has your destinations preprogrammed, so it's easy to find your targets.

Like the real thing your stealth fighter comes equipped with a camera. This is probably the most useful gadget on the plane. With it you can look and tack visually at the way round your plane while looking forwards out of the cockpit. It also shows when your missile's locked onto

a target which is really useful when you're using bombs.

Should you complete a mission, successful or otherwise, you get a briefing. Which is rather nice as it shows little pictures of how well you did during your attack.

As with any organisation there's the chance of promotion and the odd bit of moral being pinned to your uniform. You start at 2nd Lieutenant and work your way through the ranks until you

AMIGA SPEC

F-16's graphics whiz past at between seven and twenty five frames a second, averaging at twelve. On the new Amiga 5000 its average is twenty five.

The game world covers 400,000 square miles and includes the Middle East (prior to the Iraqi invasion of Kuwait), Libya, North and Central Europe.

Programmed by Tim Walker, Adrian Scamley and Matthew Hatten with Mark Scott on graphics the whole thing takes up eight megabytes, though the eventual compacted version will fit on two disks.

One of the most notable graphic achievements is getting curved wings on a graphics system which only uses polygons.

Shot down over the Iron Curtain

COMMUNIST PARTY OF THE SOVIET UNION

ПРАВДА

Правда Publishing House, 1985 No. 10, Class 1

From Moscow

AMERICAN SPY TO ADMIT TO TERRORIST ACTS!

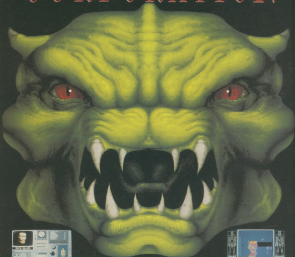
This Soviet agency... The public trial of the captured American spy, who confessed being the target of an international terrorist unit, is being held. Although parts of his transcript were released, details of the alleged unit's operations are not yet available.

Meanwhile, the Washington newspaper learned of the several imprisoned American fighters in the country. He reports that the captured spy said: New trends of quantity and political pressure for the American terrorist.

Source: Moscow, 1985

Source: Moscow, 1985

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SCREEN SCENE



Don't shoot, it's a friend!

lie Lt Colonel, but that rank warrants retirement and only appears after one finished mission. Commandations include Purple Hearts and various medals for bravery in the face of the enemy. The top award is the Congressional Medal of Honour, the US Army's highest award.

The graphics are among the best I have seen in any Amiga flight sim. They're smooth, fast

and well drawn. Another interesting point is that objects slowly come into view unlike other flight sims where mountains spring out of nowhere. It's also nice to see enemy planes and installations on your camera display, instead of data in the distance.

F-117 is taxing, though it's surprisingly easy to get to grips with the controls. The planes handle well with uncomplicated

controls and simple to use weapon systems. This is an excellent sim for the novice, but expert pilots shouldn't be put off either. If the game's set on a high difficulty level you need to

use every trick in the book and push the F-117 (or the F-117B) to its limit.

A truly excellent simulation.

Mark Patterson

This take-offs in overcast conditions



Aim, be sure — then it's missiles away



STEALTH FAX

The stealth fighter's main selling point is that it's almost invisible to enemy radar. This extraordinary ability is made possible with a combination of radar absorbing paint and body work, which includes revolutionary throat and tail design.

It's believed that it can carry most of the weapons currently in service with the USAF, though its payload is limited by the fact that its weapons are contained internally.

Unbelievably, the F-117A has been in production since 1981, with the first units being officially shipped to Britain this autumn. But it has been rumoured that they have been flying out of US Airbases in England using RAR (nighttime) for sound and visual cover for the last three years.

It's also known that the fighter has carried action in the Panama mission. Here its role was exploited to the full. A squadron flew in under the folds of enemy radar and attacked key installations to prepare the way for the main assault.

Dimensions: Wingspan 43ft 2ins, Length 64ft 11ins, Height 12ft 4ins.

Role: Fighter/interdiction attack.

Speed: Estimated at just below Mach 1.

Crew: 1.

Cost: Between \$100 and \$200 million depending on armaments and weapons load.

Amount in service: 60 (estimated)

SOUND:	78%
GRAPHICS:	91%
PLAYABILITY:	94%
LASTINGNESS:	92%
OVERALL:	94%

MONTY PYTHON'S FLYING CIRCUS

SCREEN
SCENE

For the past 37 years, the world has been entertained by such bawdy antics as silly walks, sperm-eating siblings and my all-time favourite, the *How Not To Be Seen* documentary. After the success of the books, films and videos it was only a matter of time before someone attempted to produce a computer game of the famous Python television shows. Virgin were the studios that dared to dip a toe in the water and recruited Core Design to develop the game for them. It was always going to be a difficult request to straighten, but both companies have acquitted themselves admirably. The original feel and humour of the classic shows has been captured in digital form and the game's rather fun.

R.B. Gurney (he of the curved spine, miserable attitude and rolled up shin sleeves) has lost his brain. The only way to get it back is to eat spam. It's easy for

Let's have an argument...



VIRGIN
PRICE: £24.99



Watch the cat, it's about to explode

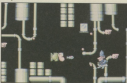
each lamp, to be precise. Of course, in a wacky world such as this, he can't just walk into a shop and buy some. He has to undergo strange transformations and travel through wacky landscapes, destroying chickens and avoiding the deadly leap left sign. Sounds like Python? You betcha.

You begin, in Gumbyscove farm, stood on a typical British hillside. Behind you is somebody who isn't being seen (i.e. hidden in a bush). Walk forward a bit, and the game quickly tells to one of many pointless, but very funny, interludes. For example, the first one tells you how to spot the Larch from a long way away. From there, poor old Gumbly gets his head ripped off and stuck into the body of a fat

which has to travel along shooting dead parrots, policemen, the Spanish Inquisition and all sorts of other characters from the shows.

The game has three strengths; the graphics, the sound and the comedy. Visually, the game is almost perfect. All sprites are spot on when it comes to capturing Terry Gilliam's distinctive look, but some of the backgrounds are a little bland. A particular favourite has to be the exploding cat on level 2 that sit around doing nothing in particular and suddenly explode when you approach.

The sound effects range from the unusual to the disgusting. Hear Gumbly emit large belches upon eating spam. Chicken to



The dreaded leap left sign

John Cleese arguing with you in the Ministry of Pointless Arguments. Best of all is the end of the level, where a mad character reads off the list of goodies you've collected in a horrible high pitched voice.

Sadly, the humour flags. The game isn't impressive enough to stand on its own. After a couple of run-throughs of the first level, I soon found myself getting bored and, after you complete the game, I can't see anything ever going back and replaying it.

A good trip down memory lane, and worth playing if you are a true Pythonite, but to be honest I can't really see the point in buying it. With stronger gameplay it would have been ideal but, as it stands, your money is better spent on a couple of Python videos.

Terry Dillan

Give us a kiss, darlin'



SOUND:	86%
GRAPHICS:	81%
PLAYABILITY:	68%
LASTABILITY:	68%
OVERALL:	70%

Clive Barker's WINGBREED

CASUAL

THE ACTION GAME

THE



TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DRAIN AND CAVERNS OF WINGBREED TO

HAS

THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE HUMANITIES OF MAN. NOT ONLY MUST YOU CONFRONT AND DESTROY THESE CREATURES BUT



NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE HEARTY ABOVE GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS "THE MASK".



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SPECTRUM - AMSTRAD
ATARI ST AND CEM AMIGA.

ocean

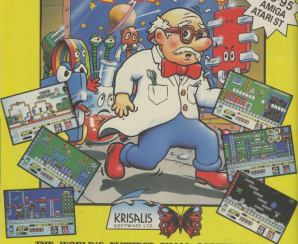
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INTRODUCING

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- Close down the chemical research, space rocket development, computer science and biological observation which will lead you to the real level, the mystery Laboratory.
- Avoid walking floppy disks, catagellar mirror chips, spinning laboratory fenders, molecular sculptures, walking jigsaws... too many to list.
- Use the level vending machines to buy more powerful weapons with the coins you collect.
- By Steven Nottingham creator of many hit titles including "Talesman".

Krisalis Software, Teague House, Massons Yard, Downs Row, Moorgate, Rotherham S60 2HD



ATOMIC

SCREEN
SCENE

One of the biggest breakthroughs in modern science was the discovery that all molecules are built up from combinations of atoms. But why sit through hours of boring physics lessons when you can find out all about this fascinating subject through *Atomic*, the game that puts the 'fun' into science.

As a genetic engineer, it is your job to fit these atoms together to create different molecules. Atoms are pretty small things, so obviously you have to work in some pretty tight environments. Another problem with them is that they are basically free agents. You can't tell them exactly where to go, only offer encouragement by putting them in a chosen

direction in which they will continue to travel until they hit something, be it another atom or a wall. By sliding the atoms around and lining them up alongside each other using skill and logic, you have to piece together the pre-chosen molecule against the clock.

The gameplay is simple. The real difficulty comes from the planning. You can only tell the

atoms which direction to slide in but not how far to travel. To stop them sliding to the other side of the wall you have to block their path with other atoms. Careful strategies are in order.

As the game progresses, it becomes incredibly difficult. The playing area slowly gets more and more cluttered with walls and obstacles, and the molecules get bigger. By the

time you reach level four, you have to search the screen for a space where the molecule will fit, before you even consider putting it together.

As graphics go, *Atomic* has nothing to boast about. The sprites consist of nothing more than coloured circles and the screens do not offer that much. This does create a nice, tidy display though, and it works well.

It's very addictive and, through its simplicity, is very easy to get into. Not a match to *Everbody's* collection, but definitely worth checking if you want to have fun sharpening your brain. With 35 levels to play, it's certain to do just that.

Tony Dillon



The atoms are scattered everywhere.

Click onto the atom and move it upwards to complete the molecule.



A two player option allows you to take over from a friend and beat their points by completing the molecule first.

THAUM
PRICE: £19.99

SOUND: 61%
GRAPHICS: 68%
PLAYABILITY: 85%
LASTABILITY: 82%
OVERALL: 79%

MURDER



There's nothing like setting down with a good murder, as they say, and this one comes on disk. *Murder* is a piece of interactive Agatha Christie, a whodunnit with a multitude of solutions that means you don't have to have any friends to play Cluedo.

The game unfolds with a newspaper story announcing how a sleuth has been called in to investigate an unsolved murder in a stately home. By altering the dates and the names you can change the parameters of the game making it more difficult and generating a different set of possibilities. This way you can either go back to a murder you failed to solve, or create a new game. There are, according to the authors, nearly three million possible games so you shouldn't find yourself playing old games too often!

Once you're into a game the scene is a 3D room with a set of doors leading away - each in

the style of Cadaver. On the floor lies the victim. You, the sleuth, stand next to the corpse and a little magnifying glass floats ahead of you. By moving it around you can identify who people are and what objects are lying around, and this is the key to the game.

Murder is also driven and, by

clicking on one of these, you'll be able to see the layout of the house you're in, take fingerprints, compare them and wipe objects clean - important for comparing new ones should someone pick that object up as they often do, take an exhibit for evidence (you can only take one so preferably pick one which

you think is the murder weapon), and, most importantly, question people. The question tool offers several small icons which allow you to construct questions to people you have stopped about other members of the household, the victim, and what they are carrying.

This is crucial in forming any



Changing the date on the newspaper will alter the nature of the crime and the victim.



US GOLD
PRICE: £24.99

SCREEN SCENE



Use the supplies to identify characters and objects.

solutions as sometimes they'll give you information about qualities of their whereabouts at certain times.

The game itself is played much like you'd expect to play *Cleopatra*. You move around the house from room to room cross-questioning people and examining various weapons and other objects, collecting information that allows you to eliminate suspects and whittle down the culprit. There is pressure though, in the form of a ten-hour time limit.

Murder was programmed by the Oxford duo of Jason Kingsley and David Harrison. Jason was involved in some of the graphics on the excellent cyberpunk video to Adamski's *Killer*, but don't expect similar quality on *Murder*. The style is very much typical of the kind of game and, indeed, the scene graphics are monochromatic.

As a challenge, *Murder* is



perfect for would-be sleuths. There are more than enough possibilities to keep you coming back and, whilst you'll have to repeat the game rather painstaking actions to solve the mystery, it's absorbing stuff.

Mike Patterson



Working hard? Follow the cat sign.



Just as in real life, they've the right to silence.

SOUND:	50%
GRAPHICS:	75%
PLAYABILITY:	79%
LASTABILITY:	85%
OVERALL:	80%

P L O T T I N G

SCREEN SCENE

Zat Atari's Ocean's French aim has just put the finishing touches to Tetris's arcade puzzle Plotting and is destined to become yet another completely absorbing, mind-challenging game in the vein of *Risk* and *Hein*.

Like all games of the genre, the rules are simple, it takes seconds to learn and yet, mastering it will take countless hours. Four different types of blocks are arranged into various patterns of rows and columns. You are set a target by the computer: a time limit and the number of blocks you must get down to before you finish.

Blocks are removed by moving your glowing pacman who holds one block into a position whereby he can fit blocks in the main pile that have an identical pattern. Any usable block remaining is returned to him for the next go. If there's no usable block left you lose a life. One or two players can play simultaneously and that's about

it. Clearly, the real brain power comes in when you try to score higher points by manoeuvring blocks so that you hit more than one per shot.

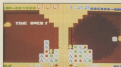
The music is simple yet complementary to the game and adds to the overall feeling, especially when it speeds up once you're close to the last 10

seconds.

Plotting is simply brilliant. The addition of a Pac construction kit means that it will give limitless appeal, as you can put together your own levels with differing block formations and pipes which you can bounce off from the side or shoot through the middle from above. Pipes coupled with the various designs of rocks means that there's some points that can't be reached so it becomes important on later levels to think ahead and calculate your moves.

Everything here adds up to a sophisticated puzzle game that is simple enough for children to play and yet harbours a challenge that will always have you coming back just one more time. An essential game.

Garth Sproger



A useful arrow indicates where your block will go.



Press the fire/player button to get into the game.

OCEAN
PRICE: £24.95



Like identical blocks up and fire.

SOUND:	75%
GRAPHICS:	76%
PLAYABILITY:	89%
LASTABILITY:	89%
OVERALL:	84%

MONTY PYTHON'S FLYING CIRCUS

IT'S A
GOOD GAME

THE
COMPUTER
GAME

NO IT'S
NOT

YES
IT IS!

"What we have here
is a BRILLIANTLY
ORIGINAL and
witty interpretation
of the Python
Theme". Zero 89%

"One of the funniest
pieces of alternative
arcade action since
Vermilion Beaver
(Game)".
The Owl 85%



ATARI ST



AMIGA



SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



GAMES

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Reynolds masses his forces in a 32640 scenario

UMS II

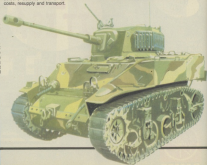
Graphically, Universal Military Simulator II is a bit disappointing. The graphics are a throwback to the civilian design that has been used to depict wargames for more than a decade. However, when you consider the size of UMS II it would be hard to imagine it in any other format, and the new game has certainly taken wargaming into the next generation.

UMS II takes a large jackboot forward in the size of the playing area. Your campaigns are no longer confined to Antwerp, Gettysburg or any other of the small sections that make up most wargames; now you have a genuine global game area incorporating over a hundred and twenty countries and up to 32,000 units!

Ease of use is essential. A great many war games have failed when it came to mere juggling for simple commands. UMS II has no such problems. To issue an order to a unit double click on it with the mouse pointer. An information screen appears with details units statistics and current orders (if any). Orders for land

troops consist of basic movement commands plus attacking and retreating options. To move a unit, select one of the movement orders. A pop 'menu' appears which can be moved to any location and tells you programme a series of moves. This allows complicated strategies to be set up without the need for any commands to be typed in.

Armies can consist of missile units, aircraft, land troops and naval forces, resulting in a different set of orders for each. A typical set of commands for a land army consists of march, forced march, attack, assault, screen, defend, hold at all costs, resupply and transport.



RAINBIRD
PRICE: £39.99

COMBAT

SCREEN SCENE



German coastal defense on D-day

This might not seem much, but they all prove vital and cover any potential holes in the command structure. Other interesting features include bombardment, which allows ships to attack land targets. In the Operation Overland scenario the German forces came with W1 and W2 units, which can be used against any location within range, utilizing a targeting system similar to the wire system mentioned above.

The battle fields can be viewed on four levels: group, army, corp and division. Subsequently, if you view a battle field on a group level you can see almost a whole continent with only two or three units present, whereas a division gives you a complete breakdown of your forces plus a close up view of their immediate area.

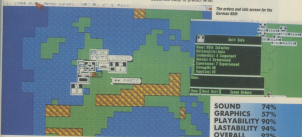
The unit icons are user friendly in that they are easily identifiable, unlike most war games. Icons can be drawn up representing the weather and other details, though this makes things very confusing so it's best to switch these off once you know what's going on.

The most important factor in any war game is the artificial intelligence. It's not very rewarding having the opposition retreat because the weather's bad. Fortunately JMS II holds its own when it comes to thinking. The computer throws a few interesting moves at you which can often lead to the collapse of the best laid plans. My only gripe here is the computer which seems to follow its objective in a too logical manner and after a while it becomes easy to predict what

responses it will offer up to your attacks. If your computer does start to get the better of you the battle equation can be altered. For instance, bad weather will affect a navy's efficiency, and lack of morale can seriously affect an army's performance. There's also a random element so, just as in real life, a small 'against all odds' and stands a chance of a surprisingly good result, but that is only a slim chance.

JMS II is a very well presented package, giving it a lot to its user friendliness. If you've never tried computer wargaming before this is the perfect first time buy, and there's enough in there to keep hardened campaigners happy too. Deserved to become a classic.

Mark Patterson



The orders and unit screen for the German side

SOUND	74%
GRAPHICS	57%
PLAYABILITY	90%
LASTABILITY	94%
OVERALL	92%

An overview of Operation Overland

ADIDAS CHAMPIONSHIP TIE BREAK

For the first time in what seems like forever, a sports simulation has appeared that doesn't claim to be the most realistic thing since MTV. Which is just as well because realistic it ain't. What it is, however, is the Kick Off of tennis games.

Like many others the game is viewed from above along a vertically scrolling court with the ball increasing and decreasing in size to give some indication of height. In previous games this has caused problems in regards to slipping yourself with the ball.

This difficulty is now obsolete thanks to auto-positioning, a carry-over system that moves your player into the right position to hit the incoming ball. All you have to take care of is choosing the shot, power and direction which isn't quite as easy as it sounds.

The game is fast. Very fast. Quick thinking and fast reflexes are the order of the day. Even though the graphics are simple, it's still a difficult game to play. Timing is the key to the game, as the direction the ball travels away from you is determined by the



The weight of your racket influences how you'll hit the ball.



There are 16 computer opponents, each with a different style of play.

position of the ball. For example, if the ball hits the ball when the ball is "far" (parallel to the net) the ball will travel straight up the court. As the ball moves fifty quickly, judging your timing takes practice. Indeed, in one game against Mark Patterson it took almost two sets before either of us could successfully return a shot.

Graphically simple, the game features nothing more than a few bright and cute spots and a small scrolling court. The visuals serve their purpose in creating the feel of a fun game, rather than aiming for realism. One

thing that struck me as odd about the game is the fact that the ball boys are twice the size of the players.

Fast, frantic and fun are just three adjectives that apply to Tie Break. Entertaining, exciting and playable are three more. Do not miss.

Tony Gillen



Watch away, the spots slip each other on the court.

OCEAN
PRICE £24.95



GRAPHICS	82%
SOUND	81%
LASTABILITY	89%
PLAYABILITY	89%
OVERALL	83%

KICK OFF 2



Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- ★ 1 to 4 players option (Amiga & ST)
- ★ 3D Design (Amiga, Atari ST & IBM)
- ★ Facility to load Player Manager teams and designed tactics.
- ★ Instinctive joystick controls to pass, dribble, shoot, head or chop a ball and do sliding tackles.
- ★ Two players teams mode against the computer.
- ★ After touch controls to head or dip the ball.
- ★ Set pieces Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
- ★ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - Ultimate soccer simulation. 96%.

THE ACE - Brilliant. Buy, Boy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%.

ST FORMAT - What a game! Gem to play. Magic. 90%.

C & VG - Championship winning material. 95%.

GAMES MACHINE - Probably the best sports game ever. 92%.

COMMODORE USER - No other footie game can touch it. 90%.

AMIGA ACTION - Surpasses all other football games. 93%.

POPULAR COMPUTING WEEKLY - Nothing short of brilliant.

NEW COMPUTER EXPRESS - Computer football event of the year.

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KICK OFF 2 & WORLD CUP AMIGA & ATARI ST	£24.99
KICK OFF 2 (Expanded Amiga)	£24.99

ANCO



A beautiful female android lies sleeping. Wires trace outward in a complicated spaghetti-like mess, linked by computer components, ending in a small power supply that occasionally flicks out sparks of electric current. Your aim is to connect up the various parts of the brain to the power unit, thereby waking the android.

Each level has you waking a different area of the brain (such as sight, imagination, sanity etc) and works as a race between you and either a human or computer controlled opponent. In the centre of the screen is the android face, complete with relevant changes of expression, dependent of the level you're on. One side of the screen shows your maze of connections, and mirrored on the other side is your opponent's. The guides come from the bottom of the screen, travel along the printed pathways, passing through fuses and switches until they reach the top of the screen, at which point they enter the brain.

At the start of each level, the pathways are all blue, signifying that the electricity cannot pass along them. By moving a small cursor about, you wipe the paths clean, turning them red. As you travel around, setting direction switches to guide the sparks toward the brain, electric sparks appear and soon intensify, destroying fuses and stopping the current from passing through. All this is going on while your opponent is stealing your working lines as well as sending his, or currents.

The one thing that really hooked me out playing *Extrase* was the presentation. Unusually and somberly



SCREEN SCENE

The android lies asleep, waiting for the spark of life.

EXTRASE

amazing, the final product is both disturbing and moving. The face of the android is a picture of innocence, and watching her face awaken and move between various expressions of wonder and fear through the game is, at times, simply breathtaking.

The soundtrack is the best I have ever heard on a game. Obvious and moody pieces of

music play throughout, matching the mood of each level perfectly. Believe me, calling them 'in-game tunes' just doesn't do them justice. They have to be heard to be believed. Add a variety of inspired sampled sound effects and you come up with the computer equivalent of *Clannad*.

The real shame is that as a

game, it doesn't really hang together. It's a very difficult game, and one that takes a while to get to grips with. I did have a bit of fun playing it, but the fun was just a little too short lived.

Extrase is a product I would recommend experiencing, but it's not a game I'd buy.

Tony Dillon



Things get very complicated as the level starts.



The inside of the android — not a pretty sight.

**VIRGIN/
MASTERTRONIC**
PRICE: £19.99



SOUND	93%
GRAPHICS	87%
PLAYABILITY	73%
LASTABILITY	68%
OVERALL	73%

UNREAL

"Not only a high quality game but also refreshingly different."

ZERO

ENTER THE MAGICAL WORLD OF UNREAL
AND OVERCOME THE ALL-POWERFUL
MASTER OF DARKNESS!



"With a mixture of two and three dimensional areas and a good combination of arcade-type action and problem solving, Unreal could very well be a monster hit."

ACE



"The 3-D levels are very impressive technically with their incredibly high speed."

ZZAP



"Especially impressive are the scenes with winter backgrounds."

ZERO

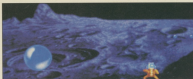


"The arcade-adventure levels have superb graphics, full of detail and imagination."

ZZAP

UBI SOFT

8-10, rue de Vaincy
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Tél. (1) 48 87 66 62



The first level may look easy, but each time you shoot a ball it splits in two.

SCREEN SCENE

OOPS UP



Yes, and though it is, the new release from TOS is actually a license of dance hit 'Oops Upside your Head', now re-recorded by Snap Smith as 'Oops up'. The game itself, despite the 'claupey' theme music, is really rather good.

Once upon a time, in a galaxy far, far away, there was a little guy with a large gun and a huge chip on his shoulder. Burning deep within him was a fiery,

raging hate; an all-consuming anger that caused him to hate the universe and, in particular, large spherical objects. With only a space hopper for a starship, he must travel the galaxy destroying the aforementioned spherical balls in order to find 80 pieces of a new interstellar space craft. Yes, as that man, must destroy these balls and gradually build the ship.

As gameplay goes, *Oops Up* is pretty simple. You stand at the bottom of the screen while ten large balls bounce around it. When these balls are shot, they split into two smaller balls, that only bounce at half the height. Keep shooting the balls and sooner or later you'll end up with some very small balls that will disappear when shot. The idea is to shoot the balls in a certain time limit but not get hit by them.

Certain balls will drop weapons, but not necessarily a better one. You begin with the weakest, a slow shake-like affair that rises to the top of the screen and vanishes. If any part of it touches a ball, the ball registers a hit and the 'shake' vanishes. Next up is a steel rope with a grappling hook that you shoot to the top of the screen, where it hangs, creating a barrier and destroying anything that should smash into it. Then you have the shotgun. The simplest and fastest, you can have a lot more fun blasting with this baby. Finally comes the freeze canister. When collected, everything on screen freezes for a few moments, giving you plenty of time to pick off those particularly irritating balls.

Oops Up has that special balance which always makes a good game. It's steady



The star map where you click on co-ordinates' planets.

frustrating, but it's also horribly addictive. It fails at the first level, however. By being too hard to begin with, it took myself and Dep Ed, Dan, a good few goes before we even left the first level. After a while you do learn the gameplay tricks, and after that you can only go forward with 50 screens to play it's going to be a while before you finish this one, though!

I cannot see *Oops Up* ever being called a classic game. What I can see, however, is a highly entertaining original game that will have you returning to it time and time again. Just so long as you don't have to listen to that song.

Tony Olsen



Practising 'space-up' later 'level' levels.

THE SOFTWARE
BUSINESS
PRICE: £24.99



The space ship slowly takes shape.

SOUND: 81%
GRAPHICS: 80%
PLAYABILITY: 89%
LASTABILITY: 87%
OVERALL: 85%

This month Core Design release their first game as a bona fide, go it alone, software publisher. With a wealth of publicity behind it in the form of news stories, insights and an extensive ad campaign, Corporation looks set to transform the RPG and save Core's coffers into the bargain.

Beginning with a tense and well-animated opening sequence, which details the grisly murder outside a huge industrial factory, Corporation thrusts you into a future world of high-tech automations, genetic research and big business. The story is simple, the game much harder. Universal Cylmatronics Corporation (UCC) is a multinational conglomerate that makes IBM, Exxon or the Hansen Group look like corner shops. They're big and have built their success on the development of commercial and domestic robotics, investing in a wide portfolio of companies. UCC have a controlling interest in nearly every area of commerce and industry.

It has been rumoured for some time that Ray have moved into genetic manipulation and the creation of new life forms, with a view to creating the ultimate killing machine. A series

CORPORATION

of murders outside one of their research factories, due to an escaped 'experiment', have stiffened the Government's resolve to investigate the problem further. However, the operation has to be covert. If UCC pulled out of the country the economic and political repercussions would be enormous. By sending in a Zodiac agent to steal an embryo of the new life form, the Government would be able to exert pressure on UCC and stop its research. It's not going to be easy, however, as the factory where production is thought to be taking is filled to the gills with high tech security systems, robotic guards and a thick coat of genetic monsters.

After the introduction, a selection screen lets you choose your agent from four human and two android agents. Each agent has a unique set of skills and abilities and these affect how the game will be played. It's possible to compensate for weaknesses by buying in skills and

purchasing specific weapons and odd-ball gadgetry to make life easier. There's a vast array of equipment on offer such as a back pack computer (with in-built factory map), bombs, compass, electronics kit, gas mask, grenades, the guns, jet pack, lock pick, med kit, pain-killing drugs and infrared goggles amongst others. Power Trouble is, you can only take so much equipment before it starts to impede movement or your wallet. Android and human operatives also have different needs and priorities. For instance, androids don't need the special infrared goggles to see with or glucose drinks. You'll need to plan carefully and only take essential equipment.

Once the selection screen is over, you're put down by helicopter into the factory's roof and enter via the elevator. Elevators are the only way to move between the 16 levels. The higher levels are only useful to try out your weapons and get the feel of them. You can



experiment with the disruptive pads which scramble a robot's innards if they walk over them, or experiment with your powers such as levitation or disintegration.

The further into the complex you go the more guards, robots, and security devices you'll encounter. The building is strewn with high tech alarm systems such as video cameras, pressure pads and infra-red beams. Once the security system has been triggered, doors will lock, gas will be pumped into the area and security forces will move in. If captured, you'll be put into a secure area, but if you've got the right equipment and skills it's possible to escape. If not, your body will be disposed of in such a way as to leave no evidence of

The pale blue colours are rather monotonous.



The combination pad is one of the locked rooms.



CORE DESIGN
PRICE: £24.99

you ever having been there.

The main screen features a 3D view of the surrounding area. Some of the sprites are huge and all the more impressive for it. The corridor walls fade into darkness, giving a realistic lighting effect. My only criticism is the choice of colours — the pale greys and blues don't add much to the atmosphere and make each level look more or less the same. A bit more detail wouldn't have gone amiss either, but that was probably ruled out by limited memory space. Another problem, when up close to a wall, is getting your bearings and working out where you are.

It's a tad difficult with no visual markings of any distinction to work from.

On each side of the 3D screen are two formatted diagrams. One indicates damage sustained and the other the equipment you're carrying. The damage chart indicates which parts of the body have sustained injury. Set hit in the legs and you'll still be able to move but at a slower rate; a hit in the arms will slow up your dexterity in manipulating equipment. If you're hit badly in the chest or head it's lights out and a new game. It's possible to repair minor injuries through

using a med-kit or energy drink or resting up. By clicking onto the various products of the equipment chart, you can see what each contains and you can then choose whether to manipulate the selected piece of hardware.

Movement is mouse controlled and simple to use. It's possible to move through 360° with ease, run in a curve, jump over obstacles and most other natural movements. It's a much better system than the forward, turn-forward command systems of many similar games.

The game is icon controlled. During most of the game there is only one screen which displays all the necessary info. It's easy to manipulate objects and access is quick and user-friendly. To use a weapon or device simply click on the appropriate packet, select the object and press the manipulate button. Easy, eh?

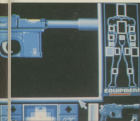
With 10 levels played over an area of 1,294,800 feet and hundreds of rooms to explore, Corporation will keep you entertained for many, many hours. I've been playing it for a couple of weeks and still haven't managed to snatch the embryos and make my escape (but I've been too busy trying out all my weapons and mapping all the floor). Corporation is atmospheric, engrossing, and well thought out. It strikes just the right balance between combat, exploration and problem solving to make it a classic.

John Maffei

SCREEN SCENE



Your capture device is introduced to you in *Probleta* for the last painful minutes of your life.



Click onto the left icon to see which weapon your operative is carrying.



An advanced view of one of the toughest killer robots.



Use your goggles to detect hidden tracks.



SOUND:	84%
GRAPHICS:	90%
PLAYABILITY:	89%
LASTABILITY:	88%
OVERALL:	91%

ENTER FIRST INTO BATTLE... LAST TO LEAVE



ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

Set in the past future, as an alternative reality, BATTLE COMMAND is an arcade strategy game in which the player controls a single "MAGNET" Assault Tank at one of 16 locations (missions) in the ultra war fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies matched over a long drawn battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so very offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The blaster is the latest tank machine - capable of being lifted in and out of hostile territory by fast sleight shippers and armed with the most advanced weaponry the Northern scientists can devise.

ocean

Game Software Limited, 41 Chiswick Road,
Uxbridge, Middx. UB8 3EL, England. Tel: 0494 0521.
Fax: 0494 052440, 2. Telex: 961 414 0000

The USS Spruance, if you don't know, is the flagship of the sophisticated Spruance class of US Navy destroyers. Far more powerful than any ships in the Vietnam Fleet, the Spruance are noted for their impressive defense capabilities in solo missions, particularly in anti-submarine warfare.

The game is based around a simulated wartime campaign, featuring a series of missions deployed in and around Iwo.

OPERATION SPRUANCE

SCREEN
SCENE

A digitized photo of one of your many adversaries.



The missions range from defending small civilian cargo ships from an attack to full scale invasions against some pretty nasty, not to mention well armed, enemies.

The graphics are similar to Carrier Command although without the garish colours. In fact, that's really what makes O.S. look as realistic as it does. It uses some of the 'dirtiest' colours possible to create a true image. Well, because there can be a large number of polygons on screen at once, plus the impressive spooling effect on the

water and the simulated rocking of the ship, the update is a little slow. This is fine if you want to capture the sluggish feel of a 510ft long fully armed warship, but frustrating when you're in the thick of battle.

The attention to detail is quite stunning. The satellite and radar images are nothing short of incredible and the use of sampled sounds adds to the captivating atmosphere.

As it is, Spruance already looks like a winner. But what really pulls it into the major league is the simple control

system. Polyrast command keys for whatever workstation you happen to be at are displayed on screen, and unlike certain simulations, working the ship is as easy as getting lost in your eye on a windy day. There's a 106 page manual with the game, but you don't have to read it all to get stuck in.

Recommending something like this is hard, because it isn't everybody's taste. This isn't a game to pass the time of day with, it's designed to be your day

Tony Gillen



A damage report tells you that everything is okay...for the moment.



One of the many screens for a weather report plus ship locations.



Don't get aground when leaving port.

PARSEC/THE
SOFTWARE
BUSINESS
PRICE: £34.99

SOUND: 80%
GRAPHICS: 87%
PLAYABILITY: 83%
LASTABILITY: 85%
OVERALL: 84%

FOOL'S ERRAND

SCREEN
SCENE



A curse has been put on the land by the high priestess. While she was about it she also stole fourteen treasures. Finally, to round off a good day's work, the priestesses plunged the four kingdoms into all-out war. She then, presumably, put the kettle on and put her feet up.

You? You are a fool. In the most possible way of course. You must roam the land, searching for wisdom, solving puzzles and finding out how to deal with the nasty priestesses. *Fool's Errand* is classed as an

adventure, but this game is like so: adventure you've never played.

The inspiration behind FE appears to come from the *Tard* deck. At the beginning of the game you are allowed to access 25 different areas which correspond to the major arcane of the *Tard*. When you select an area from the menu you are presented with a piece of scroll that details a fragment of the overall story, along with a puzzle. Once the puzzle has

been solved you can access another area. And so on through 80 levels. The puzzles that come with each scroll fragment are variations on the classic puzzles we all know and love: You'll find crosswords, jigsaws, anagrams, word puzzles, button puzzles and logic puzzles among many others. Once you attempt the beset things you'll be innocently fooled. Ever seen or played one of those simple computer puzzle games

that appear rudimentary but become so damn addictive you don't get to bed until the beds start singing outside your window? Well FE is a similar experience - only this time it was late afternoon the following day before I got some much needed sleep.

As well as allowing you access to further puzzles, success at each of the 80 areas gives you a piece of the sun's map - which is another puzzle (never ends, does it). Once the



I wouldn't pick the middle one.



Complete the puzzle and collect the scroll.



One of the tougher puzzles.



Looks like a scramble to me.



Finish the jigsaw to get to the next level.

been solved you can access another area. And so on through 80 levels.

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sun's map has been completed you have the option of printing out the entire map. Take a while to digest this because it is full of clues for the second half of the game. Then it's off to find the fourteen lost treasures and, finally, the confrontation with the high priestess herself.

I must admit to being dumbstruck at the depth, quality and addictiveness of gameplay offered by *Fool's Errand*. You get a great sense of achievement whenever you

complete one of the puzzles. Better still, when you've completed the game you're treated to a four minute animated sequence. Buy this game now - you'd be a fool not to!

Paul Highby

MILES COMPUTING
PRICE: £39.99
[IMPORT]

SOUND: 15%
GRAPHICS: 80%
PLAYABILITY: 95%
LASTABILITY: 93%
OVERALL: 91%

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OPERATION STEALTH

W hen French software house, Delphine, released *Future Wars* late last year they immediately established themselves as the most exciting overseas software house around. The game's blend of adventure and graphics was one of the smoothest yet seen and it merited the awards it won.

Operation Stealth is their follow up, and the only surprise is to find it distributed by US Gold rather than Palace who discovered them. Otherwise the game is all that converts to the first one could expect — an excellent graphics adventure.

The plot for *Operation Stealth* revolves loosely around the bomber of the same name. Quite how something the size of the Pentagon's flying wing disappears isn't explained (perhaps discovery of the flaw is what led to the recent decision to cease production on the planes), but it tells to a CIA agent to locate its whereabouts. Taking time off from underlining fiscal



Your average hotel foyer complete with wires.

European governments and propping up Colombian drug rings, you are that government agent.

The credits unfold cinematically, and the scene flows, as with *Future Wars*, on a large storyboard. Inside is your agent, John James, and his boss. A quick flick of the mouse button will fill you in on your mission before you're despatched, briefcase in hand, to Santa Parasque. As your plane lands at the airport, so your problems begin. Attempting to pass through customs will result in a guard blocking your path and demanding your passport. Whatever you do don't

give him the US one you're carrying, he'll sleep until you.

It's at this early point in the game that you should examine the inventory you are carrying and, most importantly, the contents of your briefcase. Flip off somewhere quiet and open it up to reveal an inviolable set of secret agent's gadgets contained within, which includes a shaver containing a tape recorder, an acid squirting pen and a decoder for safes. As you play the game you'll learn that it's necessary to check out every possibility on each screen. Often the smallest objects need checking over to unravel some of the French's lateral thinking



He's in the money.

puzzles in the game. As with *Future Wars* every problem can be solved by using an object in some way.

Whilst *Operation Stealth* continues the style and playing method developed for *Future Wars*, called Cinématique,

Over seen-a-guard passport photo?



Shouldn't that be us John James?



Your mission, should you accept it...

DELPHINE/
US GOLD
PRICE: £34.99

SCREEN SCENE

Delphine have refined it slightly. In particular, there is a greater complexity in the structure of things you can do. You can now use an object in your inventory on other objects twofold. Now does the protagonist have to be standing next to an object to examine it as before. These touches improve on the possibility of the original, but there are still odd irritations, such



I don't think you'll find it there.

as the confusing delays which occur at points throughout the game. These are unnecessary pitfalls which lead you into impossible or forced problems. For example, when you examine the baggage on the conveyor belt at the airport the computer tells you everything is 'your baggage'. It isn't - take the



wrong bag and you'll be arrested for stealing.

This is not to detract from the impressive style of Delphine's second effort. Its scope is huge, its execution accomplished and absorbing. The game moves through several locations from the airport to the town, and even underwater where there is a small arcade-like interlude. Graphically it looks as good as its predecessor, if not better. It now enlarges small objects you need to use in some style cameo frames, which look good and make life easier. Operation Stealth is another classy interactive release from Delphine.

Mike Patterson



The joys of an unlimited expense account



Sprinting the failed "Mission: Impossible" reference



SOUND:	50%
GRAPHICS:	90%
PLAYABILITY:	90%
LASTABILITY:	91%
OVERALL:	90%

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There's Laura, but where's everybody else?

THE COLONEL'S BEQUEST

Much has been said about the cinematic quality of Sierra adventures. This animation coupled with high-quality stereo music and sound effects, combine to make playing one of these games rather like taking part in a movie. And Sierra have done all they can to foster that image, especially with their title sequences. Until now.

The Colonel's Bequest is put over in the guise of a whodunit, play-act, before the performance, the cold all walk on-stage and take a bow. If you type **PLUSE**, a window pops up displaying **INTERMISSION**. And the rooms are arranged rather like theatrical scenery. However, the analogy fails when Laura Bow, our sleuth, starts wandering from room to room, all in the same act.

However, the atmosphere engendered by this approach is just right for the storyline. Aged colonial in country mansion holds house party for relations. Relations bitch about each other in private, especially about the old boy's carryings-on with

young and shapely maid, Fifi. Weaned sick that most of the old guy's fortune will go to her when he snuffs it, more likely. And snuff it he surely will, for why else should you be playing here with his niece, your friend Lillian, except to solve the mystery?

Trouble is, the mystery seems a long time coming, for there's nary a sign of a body until well into the game. You are thus left with one idea to do but obscure people and search for clues about something that hasn't yet happened. This is one of those games in which the characters go about their pre-determined business, and you have to hope you're in the right place at the right time to follow what's going on. Every so often a clock appears on the screen, and shows the next quarter-hour. It seems that this is triggered by events, but whether by what you do, or by what others are doing, possibly unseen, is not clear.

The instructions urge you to visit every location in the game frequently, and if this really is necessary, then a frustrating

time is in store, for some of the screens are quite complex and take a long time to load. Picture saving is rather limited, so it's a pity a plan of the house isn't provided for movement, as in *Camelot* (reviewed this issue). Whilst the game is well produced, my main criticism is that it could do with both the action and the responses speeding up a bit, to avoid hours of aimless wandering on the part of the player.

On five disks, *Colonel's Bequest* has very little space for



More over Miss Mugsy.

saved positions on the game disks — so format a spare before you start!

Ruth Campbell



It's just like digitalised Claude.

ACTIVISION/SIERRA
ON-LINE
PRICE £34.99



GRAPHICS	82%
SOUND	77%
LASTABILITY	80%
PLAYABILITY	69%
OVERALL	84%



The quest begins!



Merlin's chamber

SCREEN
SCENE

Once a flourishing and peaceful kingdom, the forbidden love between queen Guinevere and Sir Lancelot has put a curse on your land. Crops are blighted, and springs and wells have turned foul. In a vision, you see that the Holy Grail is the miracle your people seek, and so you dispatch three brave knights, Lancelot, Galahad, and Gawaine, to find it and bring it back.

Tipping through the dark forest



However, months have passed, and not a word has come from any of them. Troubled, you decide that you alone can now finish the quest and rescue the brave knights. Before departing, you learn that Lancelot is imprisoned by the six Maidens, Galahad was last heard of leaving the country, whilst Gawaine is a prisoner of the Mad Monk of Glastonbury.

And so you set off, guided by the wisdom of Merlin, and protected by the spell of Colewyn's rose.

Conquests of Camelot: The Search for the Grail is based on heavily researched Arthurian legend and, whilst in the main following the normal Sierra format, it has one or two new features. Movement from place to place is speeded up considerably by the use of 'links' of maps, one at the castle, and one of the south of England. Thus, to walk from one end of the castle to another does not involve the loading of half a dozen pictures — the arrow-keys simply move an animated mini King Arthur over the plan, and provide a caption describing the location. To enter it is simply a matter of pressing RETURN, whilst to move on requires another arrow key depression.

CONQUESTS OF CAMELOT

Major distances are covered by clicking on defined spots on the map, whilst within each area movement is of the normal animated character type.

Scoring is on three scales of skill, wisdom, and soul — and it should be remembered that Arthur must be worthy enough to take the Grail when he finds it.

One of Arthur's quests is to St. Moor, where the lake is frozen, and Lancelot is incarcerated in a column of ice in the Lady's palace. Unfortunately, Sierra can't resist it, can they? Here is a fairly serious adventure, and we have to suffer an arcade sequence in crossing the ice.

And not content with one or two screens, we are forced through no less than four of them, presumably to test the point home that Sierra games use all things in all people.

The loading instructions seem to be in error, certainly as far as an expanded Amiga 500 is concerned. My copy consistently failed to load from the wordpunch (as per instructions) but steadily succeeded when booted up. And Sierra still don't seem to have got a reliable SAVE routine for the Amiga. A plus is the ability to save positions directly onto the game disks (or backups if you have

any sense) but the procedure is a little fragile. My first SAVE would not load, with a message that the file had been saved using a different interpreter.

These points are relatively small niggles, but must be seen in the context of the whopping £35 price tag — for which one has a right to expect near perfection! Still, it is a big game (six disks) and once the hole it makes in your pocket is forgotten, it will make another fine addition to your Sierra collection.

Keith Campbell

A map of Camelot



ACTIVISION/
SIERRA ON-UNE
PRICE £34.99

GRAPHICS	76%
SOUND	71%
LASTABILITY	85%
PLAYABILITY	83%
OVERALL	82%

BUYER'S GUIDE

Another month, another chart!

Here's the guide to what's hot and what's not in September. Find out what games the CU staff play and catch classic games still on release.

SEPTEMBER RELEASES

PRODUCT	
THE IMMORTAL	Eternal arcade adventuring from EA
MONTY PYTHON'S FLIGHT CIRCUS	Amusing arcade romp, Virgin
WINGOUT RESISTANCE	Franko arcade blaster from Ocean
WING BREED	Digital horror adapted from the Clive Barker novel, Ocean
PLOTTING	Cute puzzle with exploding bricks, Ocean
MURDER	Blushing fun from US Gold
OPERATION STEALTH	Graphic adventure using the new Cinematique system, Delphinus/US Gold
SNOW STORM	Flight sim pitting you against evil drug barons, US Gold
WINGS OF FURY	WW2 action flight sim, Danmark
THE SPY WHO LOVED ME	More James Bond fun, Danmark
TEAM YAKKES	Tanking good romp, Empire
SHADOW OF THE BEAST 2	The arcade saga continues, Pygmalion
GOPS UP	Ball- and joystick-wrecking fun, The Software Business

AMIGA CHART

TM	LM	
1	1	KICK OFF 2. Amiga's sequel is still hanging in there.
2	2	TURNICAN. Rainbow Arts' blaster smashes its way to the top.
3	3	ITALIA '90. Keeping its way to the top, Codemasters still lead the budget chart.
4	3	ITALY '90. US Gold's world cup tie-in falls two places.
5	5	MINIEMER. Rainbow's top offering begins to melt in this awful heat.
6	7	RAMBOLES. The sequel to Mortuary finally breaks into the charts.
7	12	BILLY HUGHES INTERNATIONAL SOCCER. Authentic race up the charts.
8	8	F-20 SIMULATOR. Dorian's flight sim comes in to land.
9	10	SHADOW WARRIORS. The latest coin-up conversion from Ocean.
10	10	LOST PATROL. Ocean's Vietnam adventure forms another new entry.
11	11	PRO TENNIS SIMULATOR. - Codemasters
12	11	AMOS - Mandrake
13	15	WORLD CUP SOCCER '90. - Virgin
14	13	BATTLE OF BRITAIN - US Gold
15	14	BORKE'S DRIFT - Impressions
16	17	TREASURE ISLAND (REX) - Codemasters
17	18	FLOOD - Electronic Arts
18	19	PLAYER MANAGER - Amiga
19	19	LAST NINJA 2 - Activision
20	19	FOOTBALL MANAGER 2 - Addictive

& CHARTS

DESERT ISLAND DISKS

Games we think deserve an easy life in the sun.

STEVE JAMES
DAN SLINGSBY
MARK PATTERSON

Supremacy, F-19, Operation Stealth,
Supremacy, Corporation, F-19,
F-19, Guinness Disk of Records (CD-
ROM), Supremacy.

CLASSICS ON RELEASE

PRODUCT	PUBLISHER/INFO	PRODUCT	PUBLISHER/INFO
FLOOD Pitman's platform action. CD Supremacy	EA, £24.99	SUPREMACY Massively involving space strategy sim. CD Supremacy	Virgin, £19.99
EUROPEAN SUPERLEAGUE Managerial footy sim. CD Supremacy	ODS, £24.99	F-19 New major combat sim with stacks of realism. CD Supremacy	Micro Prose, £29.99
NIGHT RESISTANCE Futuristic shoot-'em-up.	Ocean, £24.99	WMS 3 Puzzle scale wargame that rewrites all the books. CD Supremacy	Rainbird, £29.99
FALCON MISSION DISK 2 Soft on flight sim expansion. CD Supremacy	Miramsoft, £19.99	COPE UP Bouncing ball destruction at its best. CD Supremacy	The Software Business, £24.99
FLIMBY'S QUEST Cute platform antics. CD Supremacy	System 3, £24.99	CORPORATION The ultimately realistic game? CD Supremacy	Core Design, £24.99
CHAMPIONS OF MYRIA [60] mayhem in the world of the dragons. CD Supremacy	US Gold, £24.99	BAT HEADS Squelch to the B-movie smash. CD Supremacy	Cinemaware, £14.99
NUCLEAR WAR Apocalyptic ballist humour with a cast of hundreds. CD Supremacy	US Gold, £24.99	SUBBUTTO Computer version of classic football game. CD Supremacy	Mammoth Games, £19.99
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IT'S SHOWTIME

You may have picked up on the buzz about the new Computer Entertainment Show. But what exactly is it?

Well it's the fun replacement to the PC Show. Gone are 65032 multiplying serial widgets, in come the games and the stars! The CES show will contain all the biggest names in computer entertainment such as Commodore, Sega, Nintendo, US Gold, Ocean, Domark, Mintersoft, MicroProse, Activision, Virgin/Mastertronic, Absolute, Gamlin and many, many more.

On top of all that there'll be guest appearances from Frank Bruno, Jonathan Ross, Big Fun, Sonya, Bruno Brookes, Wet Wet Wet, The Brookside Cast, the Eastenders Cast and the England football squad. Esther Rantzen will be there to open the show (which is run in conjunction with child line) plus all the CU team (so buy us a beer!). The groups will be performing live on stage and the other celebs will be signing autographs and judging comps.

Other attractions include live music, live TV and Radio broadcasts, the international computer games championship with teams from Europe, Japan and America, a celebrity computer challenge, spot prizes and raffles. Plus we will be announcing the winner to our amazing demo competition, with runner up demos also being shown.

Commodore will also be launching their tabled CD-TV, and showing demonstrations on just

how good it really is. Also if you hang around our stand long enough you might find yourself entered in one of the many competitions and giveaways we'll be running, so check us out.

And because you've bought this issue of CU we've giving you a pound off the entry fee, aren't we nice?

The show takes place at Earls Court, London, on the 15th and 16th of September. At a reduced rate of £4 to get in can you -

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- Be at home wondering what you're missing?
- Pass up your chance to mix with the stars?



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FANTASY ZONE

INPUT

SPACE QUEST II

Adventure

I have entered Volcanus's asteroid, but can't progress very far from there. I have the lighter, locked, glass cutter and plunger, but what can I do with those things?

*Dennis Johansen,
Miss,
Norway*

PHANTASIE III

RPG

I can't find the 57th spell in the grimoire catacombs. I think I can obtain it if I can get the egg from the viceroy. But every time I try the alternatives, it attacks me. After I have killed it I get the message: "The air was bad. What does it mean?" If I can't get the 57th spell from the viceroy, where can I get it?

*Thomas Hougstad,
Boo,
Norway*

PERSONAL NIGHTMARE

Adventure

Where is Judy's brother? How can I get into the garage? Where can I find the money to develop the film? I've thought maybe there is no money, and that I should develop it myself in Ivy Cottage. But HOW?

*Morten Skarabast, Steinger,
Norway*

How do I get the prayerbook from the dead woman who was bricked up in the wall? How do I get the stake from the gardener?

*Dennis Janssen,
Amsterdam*

HOUND OF SHADOWS

RPG

After making a humanculus I go in a trance, as ordered. But still when the sound arrives he kills me. The game says there is something wrong with the humanculus, but what?

*Dennis Janssen,
Amsterdam*

SCAPEGHOST

Adventure

In Part 3 I've freed the girl and stopped the drug buyers in the truck. What I don't know is how to stop the taxi, and how to solve the final five times.

Dennis Janssen, Amsterdam

DEMON'S TOMB

Adventure

In the prologue I'm one turn short of rescuing everything from the tomb. If I want to save the sandwich I have to lock the plastic bag, but then I get killed by the snake before doing everything necessary to recover the demon tablet. Do I have to save the sandwich? In the coffin I have bucket, torch, plaque, eyes, and plastic bag.

Dennis Janssen, Amsterdam

OUTPUT

BARD'S TALE I

RPG

You can find the (Mad) God's eye after you've been teleported from 27th, 19th, to 13th, 11th. Then go through darkness and kill the spectre. After this go to the old statue in the castle and fight it (only with the eye.) You are now teleported to Kyleman's Tower.

Jansen Ploer Liss, Holland

Here are the answers to the riddles puzzling Ognid Alveidol: "Name the one of cold ..." - STONE COLUMN. "Once a man alive ..." - VAMPIRE. *Carl Magne Ognid, Bergen, Norway*

KING'S QUEST III

Adventure

The snake can't be caught. (At least, I've completed the game without



catching it.) But you should get the dead snake skin lying at the edge of the desert.

To get rid of the wizard, make a magic cookie, put it in the porridge you find in the bear's house, and give the porridge to the wizard. You need the manual to discover how to make the cookie. *Morten Snatbak, Steinkjer, Norway.*

RETURN TO EDEN

Adventure

Antonis Dymipoulos asks what to do when going up after the explosion. After returning to the surface, head east then south to the woodland. If the parrot robs you of the pager counter don't worry - you will get it back later. If at any time you hear the droning noise, HIDE as it is the helicopter looking for you. Go left to find a pea, which you should throw at a brick-coloured bird when it appears. The bird eats the pea, drops an egg, and a See Dee appears with a telescope. Use it to look at the city's defenses, then plant the brick egg... *Ray Smith, Milton Keynes.*

LEGEND OF THE SWORD

Adventure/RPG

Paul Hardy (once where in Wales in Sheffield?) asked some answers to this game. Trolk: Throw the bottle of antidote at them. Get this from the tapechute by giving him a coin and a pip. If Pagan refuses to give you the coin, KICK him. Wooden Disk: This goes in the slit in the wall outside the Vestry in the chapel. Light: After killing the hunsword, take the firestone from his body. This, together with the torch from the iron bracket under the tapechute in the loop, makes a source of light. And finally, no - there is no use for the sack full of rubbish! *Ray Smith, Milton Keynes.*

FAERYTALL ADVENTURE

RPG

Steve Mackenzie wanted to know where and what items he needs to pass the barriers. They are:

Crypt at Churchyard	Wispac
Turtle Point	Shell
Castle south of Marholm	Bun Stone
Watch Tower	Shell
Hidden City of Azul	Rose
Dragon's Cave	Magic Wand

He also wondered what is the significance of Pixel Grove - there is none! Finally, he could not find the cave

in the hillsides. It is located in the Mountains of Frost at the north western end of Holm.

Odd Magne Opreid, Bergen, Norway.

GUILD OF THIEVES

Adventure

Bernd Velthuis could not get into the bank office. He has to join the longer queue and, when his turn comes, he must show the plastic card to the teller. *Odd Magne Opreid, Bergen, Norway.*

SPACE QUEST III

Adventure

To leave the space junkyard, fit the motor into the 'junk' spaceship with the claw, and climb onto it with the ladder from the rats' hideaway. Fit the reactor and wire in the compartment before trying to fly the ship.

INTERACTION

I miss the adventure chi-chat that was in *Into The Valley*. Also, couldn't you ask for some colour and print screen shots on the Fantasy Zone pages? Will there be adventures (climates) on the CU disks? Here in Norway I pay about \$ for an issue of CU, and I think the disks should have something for everybody. *Morten Snatbak, Steinkjer, Norway.*

P.S. Is it true that Zork adventures have no graphics at all?

Keith's response: I miss the chat-chat too. Perhaps we can do something about that soon! And yes, astounding as it may seem, Zork achieved its fantastic success without a single picture!

Hi! My name is John Schusters and I live in Holland. I recently bought Leisure Suit Larry III. I seem to have lost my Montycon Island magazine, so I cannot now play the game until the end. When I go to the cinema I cannot get into the showrooms, because the Maître d' requests the number from a certain page of the magazine. Could someone help me? Give me a few numbers and the pages they are on. I'm desperate. I have already tried to order a handbook, and there are no numbers printed in it! *Desperate Jay, Holland.*

Keith's Response: Lost it? A likely story! The book is just as important to the game as some of the disks, and you seem to have managed to keep them safely! Since the book is designed to combat piracy (there's no way we would print the details you ask for, I suggest you take your original disks and packaging, with receipt, to the dealer from whom you bought the game, and ask him to help.

How did you get on with the 'Play To Win' feature on Larry II last month? There were enough hints there to take you through to the end of the game, but how do you get hold of those missing 400 odd points (I finished with 3553)? For the past few months I have been swapping Larry disks with Marco Andreoli, who writes an adventure column in the Italian magazine 'G. Marco. It seems, made it with Suit...
I decided to search for something I had missed. I played the game from the start again, and when I got dressed like a dancer (in Cherry's costume) I began walking down the streets in this new fashion. I talked with all the men I met but obtained nothing but wisecracks. But I thought if the game lets you go around dressed like this, it should be useful. Imagine my surprise when, dressed like Cherry, I went to the local office asking for my divorce and discovered that Suit likes men dressed in women's clothes! So if you missed it, go back and restore one of your games. It is well worth the try! *Marco Andreoli, Turin.*

Keith's Response: So that's the sort of thing you Italians get up to? Thanks for the tip - I shall be very wary of you lot whilst I am on holiday at Lake Maggiore in a couple of weeks time! Especially as that's not so far from Turin...
Looks like this may be my last letter. Not only has C+V dropped my favourite adventure column by the best adventure columnist around, but CU has dropped its devoted 84 users. Thank you very much for all the help you have given myself and many other 84 adventures over the years. I have greatly enjoyed reading your column in both C+V and CU.

Michael Wain, Victoria, Australia.

Keith's Response: And I shall (rob) miss you too.

FANTASY ZONE NEWS

SHADOW SORCERER

BPG

How many times have you felt like throwing something heavy at the screen after your party of adventurers got massacred by yet another bunch of Goblins? Okay, so the AD&D game system is a little combat-heavy, but that's about to change with B&B's next release, *Shadow Sorcerer*.

B&B have noticed the growing difference between the two types of role-players, the younger 'Tack 'n' slash' merchants who enjoy mass carnage at every turn and the older 'serious' role-players who tend to think things through before drawing their swords. As a result the current game system has undergone some major changes to try to reflect the 'true' tabletop game.

A Cadaver-style 3D isometric view is used for indoor encounters while outdoor situations use convenient hexagonal grids. The characters are all represented by animated miniatures reflecting the use of miniatures in the real game and all actions, conversations and movements are icon controlled.

What does all this mean for the player? Plot can now be more than just a series of battles linked by a few NPCs and involve more thought, puzzle solving and detective work. Combat will no doubt be a main part of the game and, thanks to the new viewpoints, will involve a little more strategy.

Shadow Sorcerer, available from October, brings a return to the Dragonlance world and sees your characters helping to ship frightened refugees, fleeing from the Draconian armies, to safer areas of the land. You are called upon not only to explore the land as you progress but also to try and keep the refugees from breaking up into roving mobs, easy prey for the evil hordes. Emerging early next year will be the second title to use the new system, *Eye of the Beholder*. Being the next installment of the successful *Forgotten Realms* series, characters from any of the first games can be transferred for further level progression.

Creates away in the latest Lucasfilm game.



Hey, hey, hey, we're the monkeys.

THE SECRET ADVENTURE OF MONKEY ISLAND

ADVENTURE

What with all the TSR scenarios around at the moment, you'd think US Gold wouldn't have time for much else. Lucasfilm, however, have managed to squeeze a bit of monkey business into the fray with *The Secret Of Monkey Island*.

Set in the swash buckling, rip roaring, peg-legging, eye-patch wearing, cutlass brandishing 1600s, *Monkey Island* is a comic tale of pirates, hidden treasure and 'one-liners' more lethal than the 'bad guys' (according to Ron Gilbert, the game's

designer).

Using the same system employed in *Monkey Island: The Graphic Adventure*, but with a few extra tweaks, the story starts with you, a poor and destitute adventurer, looking for an adventure. If you can prove yourself in the port of Mateo you might win the confidence of a pirate (and find yourself on the high seas, rolling towards excitement and action on the dreaded Monkey Island).

Like *Holy and Loam*, the graphics and animations are all in the stylish Lucasfilm manner, with the added bonus of proportional scaling and 'innovative' camera angles (who says computer games are nothing like films?). Unlike *Loam*, *Monkey Island* promises a degree of complexity in the puzzles that slowly get harder as the game progresses, allowing novice players to get started without frustration.

The Secret Of Monkey Island sets sail towards the end of the year so look your passage now.

LORD OF THE RINGS

BPG

Some would call him the father of modern fantasy, others would simply say he wrote three very long books. Either way, almost everyone has heard of J.R.R. Tolkien. Electronic Arts certainly have and are soon to release the first of three role-playing games based, appropriately enough, on the *Lord of the Rings* trilogy.

LOTR, just to remind you, concerns the adventures of a young Hobbit called Frodo and a magical ring that is being hunted by virtually everybody on Middle Earth (Tolkien's fantasy world). Aided by a group of humans, elves and dwarves, Frodo has to journey to the very heart of the evil kingdom to hurl the ring into a fiery chasm to destroy it. *Lord of the Rings Vol. 1* follows the story to the end of the first book.

Programmed by Interplay Productions, the team responsible for *The Bard's Tale* series, *LOTR* boasts



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FANTASY ZONE NEWS

state-of-the-art graphics, digitised sound and a huge, seven map world of Middle Earth to explore. Each of the maps has plenty of mini-adventures and subplots to solve, all of which remain fairly close to the original story without sticking to it as gospel.

All of the Tolkien creatures are there. Wargs, Gark Riders, Orcs (whether or not Tolkien actually invented Orcs is a strong arguing point in the role-playing world), as well as all the main characters plus several new ones just for good measure. In fact, it's possible to play the whole game with a party of characters never even encountered in the books!

This is not the first time Tolkien's books have featured in computer games and I dare say it won't be the last, but it's certainly the most intriguing project to date. The quest can be taken up in November.

HOLLOW WORLD

RPG

D&D has always lived in the shadow of its 'younger brother' but not for long. TSR have bowed to the pressure of D&D players everywhere and are launching an official game world called *Hollow World*.

It's an extension of the untitled 'open world' but thanks to the success of the D&D Gazetteer products (a series designed to flesh out the world of D&D), TSR have decided to take players further than just the surface of the world. *Hollow World* is set in the very bowels of the planet with new monsters, traps, adventures and character classes. Imagine *Jules Verne* with *Orcs*!

The first set of adventure packs should be available in the latter half of the year. Perhaps TSR will finally come up with an official name for the world!

BUCK ROGERS

RPG

Also from TSR/SSI comes one of the biggest multi-media events of the year*, namely *Buck Rogers* (TSR) the

Earth Organisation) you must find a way to kill the bad guys and save Earth (the traditional plots are still the best).

One final point about *Countdown To Doomsday* is that it will only be available on 1 Meg machines (which suggests either a lot of detail or a very large playing area).

So why this sudden burst of energy concerning Buck? It could have something to do with the fact that TSR's president, Lawrence Williams, has a great grandfather who wrote the original *Buck Rogers* novel or it could be that Buck is one of the few heroes who has yet to be licensed to anyone.

Whichever, we are going to see a mass of Buck boardgames, Buck paperbacks, Buck graphic novels, Buck lunchboxes, Buck boxer shorts etc. Most interesting, however, should be *Buck Rogers, the Role-Playing Game* (tabletop, not computer). Yes, now you and your friends can sit around a table, smirking each other by going 'Beebees beeebe beeebe, hiya Buck' in loud metallic voices! What fun...

computer role-playing game.

The first title - *Countdown To Doomsday* - will use the tried and tested AD&D game system, modified to give it a futuristic feel. Battles will include space combat as well as ground-based action and include enemies such as genetically engineered monsters and powerful robots. The plot sees the evil NAM (Nazi-American Mercantile) launching a plot to re-conquer Earth. Guiding a group of characters from NEO (New



The Buck steps at TSR/SSI



BETRAYAL



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*Betrayal involves a long, hard, ruthless struggle
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honing of your military strategy and execution of
political subterfuge.*



*The blooded battles yield the greatest spoils.
Strategically expand your domain, reduce your
rival's resources, and replace your stronghold
in the patterns of the land.*



*The secrets provide your power base. Manage
them successfully and harness the wealth
needed to buy, bribe and fight for ultimate
power.*



*Develop a mastery of political subterfuge,
gaining allies for your Crusades at the palace
of the King and Bishop, ready for the day
which will make you the master of Betrayal.*

BETRAYAL A HELL OF A GOD GAME

*A new barrel of fire which we had just been launched. The royal palace's costly dining hall resembled no church steeple. To one side of the
roy table a knight and a minstrel were struggling to be heard above the conversation caused by two dogs snoring over a bone in a corner.*

Talking slowly, I lean forward to catch the breathless whisper of a royal knight.

"They come in at a run, riding like wolves. Four wild-eyed barbarians ready to cut, gorge, protect and kill anything that moves."

*That news was indeed music to my ears. My forces attack on his unshakable tower and meet with success. Financially weakened, militarily
broken, and politically bankrupt, he could no longer hold influence at Court.*

*So long as no evidence of my wrong doing remained. So long as the Gods blessed the crops of my harvest, so long as the rumors of the
capture of my brother were true. The choice was mine.*

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.



HELP

ENQUIRIES

THE PRESIDENT IS MISSING

Could you please help? I have had this game for ages and have got nowhere fast. I would really like to know what the entry codes for the two files are, and also what the translations of the coded messages on the tape are.

Simon Coates, 87

ROGER RABBIT

Please can somebody help me. I have loads of problems with Roger Rabbit. I cannot get into the gang factory. I kill the first three wascals but I cannot get to the second bit. I can get the bombs to drop and the crane to start but I cannot get on to the crane. If you can the shrinking potion you can get past the parking cones, but you end up in the green point remover. Can someone please tell me how to get past the point remover and onto the second level?

Alan Patel, 82

RAMBO III

From all of the games I played with my Amiga, one has managed to baffle me. I am in desperate need of a cheat for Rambo II, any thing will help.

Jason Anthony, 83

WARHEAD

I have a problem with this game. Every time I meet the Bombmaker or Pluto I hit him with everything I have, but it doesn't seem to affect him. After I've been called back to Sullivan, the Bombmaker comes to the Earth and I cannot get rid of him.

Ric Allen, 84

STUNTCAR RACER

I can complete the first division (red track) and now I'm up to the super division (blue track). I'm up to the high jump and roller coaster but I can't get past them. Please send me a poke for infinite lives, boost or to skip a level. It will be good to finish the game after all this work.

John Doe, 85

NEW ZEALAND STORY

I'm well stuck on New Zealand Story. I can finish off the first stage by killing the whale and I can get to the next level by going through the portal, but then I've got a problem; has anybody got a cheat for infinite lives? A cheat for Ninja Warriors would also be much appreciated.

P Coakley, 86

SHADOW OF THE BEAST

I'm having problems with Shadow Of The Beast. I cannot get past the huge skeletons on level 1. Also, have you got a poke or cheat to skip levels?

Matthew Tonks, 87

LOST PATROL

Could you please tell me a cheat code, poke or tip for the Ocean game Lost Patrol? It is such an excellent game and has excellent graphics. Please help, I can't even get half way to the camp. I have to reach. Instead, after about 3 hours playing time the team goes crazy and I have often been killed by members of the platoon. The best I can manage is to get just past the first village. Could somebody please help me?

Stefano Corrado, 88

LICENCE TO KILL

I got Licence To Kill a month ago and I am having real problems when it comes to killing Sanchez's henchmen. Would you please send in some tips or pokes? I hope you can help me.

Ben Ellingham, 89

CYBERNOID 2

Any help on this game would be greatly appreciated, particularly a poke for infinite lives.

Alan Stone, 810

THUNDERCATS

I require a poke that will give me infinite lives and allow me to skip levels.

Alan Stone #11

THE LAST DUEL

I have been stuck on this piece of software for a long while, it's impossible. If anybody has a poke or a listing for The Last Duel could you send it to?

E Holland, 812

BARDS TALE 1

Could anyone tell me how to get another linkarm since the first one has burnt out? On my old Amstrad version all you had to do was load another Bard and take his, but this doesn't seem to work on the Amiga version.

Jon Siretain, 813

NINJA WARRIORS

Can anyone help me get past level 5 on this brilliant action-up. The 'Intony Python' and 'Steve Austin' cheats are useless and just make the game harder. Help!

Julian Young, 814

LINE

PLAY TO WIN

XENON 2

Have you got any cheats for *Xenon 2* to give me lots of money for the shops, unlimited lives or a level skip? I can also stick with Bubble Bobble. And in *Rainbow Islands* I can get up to Galt's Island but I cannot beat Dots himself. If there are any cheats for these they would greatly appreciated.
Pambers, 815

FUTURE WARS

About a month ago I bought *Future Wars* and ever since I've been wrecking my brain trying to figure out how to find the machine in the office. Every time I play the game I always get stuck in the office. Please tell me what to do next because I'm really losing my temper.
Wayne Harland, 816

BAAL

Does anyone know an unlimited fuel cheat for the game *Baal*? I do know the unlimited lives cheat, but I keep getting stuck without fuel every time.
Julian Morrison, 817

RUNNING MAN

Recently I purchased the game *Running Man*. The graphics are great, as is the sound. Unfortunately I can't get past the first stallion.

It's getting very annoying stopping at the same stage so please will someone tell me any way of passing the stallions, or other cheats or jokers related to this game?
Ravinder Chahal, 818

OVERLANDER

I want to know if you can get infinite lives in this game so well as jumping levels and getting those expensive weapons without losing all your fuel.
Also, is it possible to keep my high score

remaining on the original disk even after I've switched off? I want my score to remain each time I reload the game.
Ravinder Chahal, 819

ROTOX

I bought this game after playing the demo on the CD cover disk. I think it's fab, but I cannot get very far. Is there anybody out there who has a cheat or jokers for infinite life/energy? Please help me or I'm destined to be going round in circles for ever.
Alan Stoddard, 820

RESPONSES

IT CAME FROM THE DESERT (A3)

The green cat's hideout is in M1, near the mines, but you can't get to it until you've killed the other Arts.
James Forrester

BARBARIAN (A5)

On the title screen type 04 08 59 for infinite energy. During play, roll your opponent into a corner then stand up and kick him until he dies.
James Forrester

NEW ZEALAND STORY (A13)

The del key you need to use is the one next to the HELP key. I have the same version on you and the rule sheet works with it.
James Forrester

WEIRD DREAMS (A12)

What you have to do is get halfway through a mirror in the hallway and tap out 506 in mouse code on the help key. That's ".....". Then get yourself to the girl and the chicken monster and you should have no trouble getting past them with infinite energy.
James Forrester

SHADOW OF THE BEAST (A14)

Right, get ready for a long session. From the key go right, get the bottle, go left, down the ladder, right, up, up, right, down, left, up, left, down, left, up, get bottle, left, down, down, right, kill the big monster, go through the door and climb to the top of the wall, and you're out. Also, in case you didn't know, for infinite energy wait for the last title screen to appear, then hold down the joystick fire button and the left mouse button until you have to change the disk.
James Forrester

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it "Enquiry" if you need some help. Post your letters to: Play to Win Helpline, C4, Play Court, 30-32 Farringdon Lane, London EC1R 3AE. If you are making an enquiry include a few lines explaining why you need a jokers, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can list everything in neat alphabetical order.



INDIANA JONES AND THE LAST CRUSADE

Thanks to Jon Helge Lindgren and Scott Martin Haseldent for the definitive solution to Indiana Jones, the adventure.

IN AMERICA

Go to your excited students and catch them down. In the office, get junk mail, letters, papers and the package. Open the package and you have found the Grail Diary. Click out min-die. After visiting the suit, travel to Henry's house. Push the bookcase and get the sticky tape. Pick up painting and travel back to your office. Open jar and put the sticky tape in it, and now you have found a key! Travel back to Henry's house. Pick up the piano. Pull tape cloth and open chest with key. Get book and travel to Venice.

IN VENICE

In the restaurant, go to the tavern, look at the wine bottle and pick it up. In the library, go to the room with the metal post and pick that (the metal post), and the red window up. Look in

the Grail Diary and walk to the window that looks like the picture. To enter the catacombs, read the Grail Diary and the inscriptions below the stone lions. (For instance if the Grail Diary says "follow the second on the left", you just read the second number on the left inscription ... The number is "xxx"). Use metal post to destroy block "xxx". Enter catacombs.

IN CATACOMBS

Here you will have to find the way by yourself. When you have found the dead pirates, get the book from one of them. Go to the water pool and fill the bottle with water. Go to the tomb and pour the water over the torch, and pull it. Go to the cave with the inscriptions, and

read them. Go to the bridge, listen look at wooden plug, and pull out plug with whip. Then find the statue, and climb it. Go to the water post. Enter the tunnel. Go to the machine, and listen the real center on it, then push the wheel. Go to the statues, and look in the Grail Diary. Push the statues until they look just like the picture in the diary. Enter door, and go in the bridge. Cross it, and enter the cave. Now go to the cave with the "skull piano". Read the Grail Diary. One line makes one skull. (For instance if the first line is on the top line, push the first skull from the left). When you have played all the notes the door will open. Enter it. Go to the room with the casket. Open casket and you will find just when the Holy Grail is. Go to the gallery and open the rusty lock. Enter the manhole and you will automatically travel to the castle where

your letter is.

AT THE AIRPORT

To get tickets to the Zeppelin, Henry must go to the right of the man who is reading the newspaper, and talk to him about his grandchildren. Hopefully (you) will be able to swap his tickets from his pocket. Go outside and enter the Zeppelin.

IN THE ZEPPELIN

Give the tickets to the ticket agent. Henry must go to the plane, put some coins in the

PLAY
TO
WIN



Control: The characters might be a spy.

level and choose a song. Now the radio man will leave his room to hear the music. Only must hurry into the radio room, open the locker and get the wrench. Leave the room as soon as possible. If the radio man comes back before you have left the room, talk yourself out of the situation and try again. Put wrench in the hole in the wall and push it. Climb the ladder and find your way to the plane. (You may have to fight some guards, but try to avoid them.)

TRAVEL TO ISKENDERUN

When you have flown as long as you can manage and have crashed the plane, you must enter the car. Push, better and fight the Nazis until you have passed the German border. Now you will automatically drive to Iskenderun. Enter the temple.

IN THE TEMPLE

To pass the first trap you must look at the picture in the Grial

Diary on page 88. To pass trap number two you must only walk on the letters shown on the top of the screen. When you have passed trap number three you will come to a room where you must choose the right Grial. To do this you must follow the inscription that stood on the same wall under the library in Venice. When you have chosen the right Grial, you will automatically go back to your father, and pass the holy war over his request. Remember to pick up the Grial and return it to the knight. — That's all!

PLAY
TO
WIN

This is one of the pictures for the holy Grial:



IN THE CASTLE

Kill the butler. You will have to find out what to do with the guards by your own, find around a little, and try to get as much money as possible. Find the drunk soldier and get his beer stein. Go to the kitchen and fill the stein with beer. Pour beer over hot coals and get the roast board. Go to the office in the second floor and there you must give the roast board to the dog, Get trophy. Go down to the kitchen again and fill trophy with beer. Go to the second floor once again and give trophy to Bert, (the dog, mump, strong man). Hit him, and now you can enter a new corridor. Find the door with the wires and touch them. Now the alarm system will go off, and a man comes asking for the Grial Diary. Give him the old book. (If you give the man the Grial Diary, you will have to go to Berlin and get it back later). Now you and your father will find yourself tied to two chairs. Pull chairs across the room to the suit of armor. (Now it will be easier of you to save your game). Push the suit of armor and try not to hit your father. Push the left statue and go out through the fireplace. Drive the motorcycle and suddenly you will be at the airport.



This is one of the pictures for the holy Grial.



STARBLADE

PLAY
TO
WIN



Your own shuttle shuttle bay.

It's Mr. Jim, but...

WHAT HAPPENS ON THE PLANETS

ONKERS

Fuel - heavy laser - 2
magnetic cards

TERION

AD-02 mine - 1 magnetic
card

SKAGGON

1 Magnetic card

KERON

1 Magnetic card

HIGGON

Black market - life potion

SWIV

Fuel - black market - 1
magnetic card

SKIVS

Auxiliary fuel tank - fuel - 1
magnetic card

SHINGS

Black market - life potion

CASSANDRA

Fuel

SLAYER

Fuel - magnetic

ANYARRI

Black market - 1 magnetic card

SHEDS

Fuel - heavy laser - auxiliary
fuel tank - black market - 1
magnetic card

ENHORMA

XMT-0000 laser

XYLODINA

Theft of magician's parchment

ERMA

Fuel - big-droid - 1 magnetic
card



WHAT TO DO

TERION: take the guided mine in the 3rd screen from right (ie get it you must go through traps).

ERMA: place the mine in front of the big droid - after the explosion, pick up the fallen circuit, which now has to be placed in the centre of the drive circuit - a new system will appear on the card.

SKIVS: pick up the magnetic card, it contains the Cassandra access code in Centaurian.

SLAYER: go and see the magician.

XYLODINA: kill the thief who stole the spell (alien), then go back to SLAYER to return the spell to the magician. To thank you, he will teach you his phytic powers which will be essential to you on Cassandra.

ENHORMA: recover the XMT-0000 gun, the destroyer of the Cephalothras.

CASSANDRA: thanks to the two magnetic cards, you will be able to find the following access code: 009999. Here you need to eliminate all the Cephalothras with the XMT-0000.



Keep an eye on new planets.

GENERAL HINTS

OUT OF FUEL: send an SOS message and wait for help - the rest will be deducted automatically.

ALIEN INTRUSION: go to the country rooms to kill them - be careful, each time the full rings another alien reproduces itself.

TRADE: new commodities are traded between planets of different types (for example grain or water in the desert, metals in forest). Starblade stores can be used to transport goods in large quantities.



Get out your gun and fight.

*In the world of assassination, trade
and power, can one man survive?
Robert Dowell brings you the
essential Caliph's hand book.*

Prepare to take on the thousand and you perish, which determines whether you win or not.

KHALAAN



Prepare to die! All the fun! During this part make sure that you move the mouse forward and then press the mouse button to crash the deal over the head.

PLAY
TO
WIN



When playing you will probably notice that you never get what you're looking for. Try and make the most of the unexpected, until the night turns up, or start again.

The game gives you very little of anything. Big armies on long trips are out of the question at the beginning, leaving the current balance between too much and too little to what can make or break you right from the start.

To start with, armies are greedy! They can eat you out of palace and caliphate — literally. So to get things going try this as a fairly accurate gauge. The ratio for one man per month is as follows:

1 man: 11 units cash, 15 units food and 30 units water per month.

So a typical army of 200 men would consume an average of 2200 units cash, 3000 unit food and 6000 units water and that is only for a month.

Only send out armies you know you can afford (you are not allowed a budget deficit).

When the armies are ready, you have to find something not too far away for them to attack. This should not be a Caliphate as he will have too many men for you to fight. An independent fort is the answer. If on your first attempt you send out two armies, to the same castle, one can attack and the other sit in reserve until needed. If you should fail to take the prize first time round, you can bring up the second army for another crack at the prize. You should find the fort is substantially weaker.

If your first army was successful, choose the fort soon on the left hand side of the screen and select military. Take the supply option, then use the army as a supply post for the fortress.

Your second army can then go on to continue your 'message of friendship' to other big powers and the like and spread a little sunshine.

Keep on the move to avoid enemy fire.



Once you have entered the castle, control your fighters' movements by moving the mouse and pressing the left or right mouse button.



When you have conquered some enemy forts, use the caravans to supply goods for nearby armies. This will keep your armies well stocked; supplies is lost then until they have all died or have reached a castle you think that they should be left in charge of.



Send out caravans to help you on your mission of mercy for Whalen.

STORMING A FORTRESS

If you choose 'storm the fortress' option you stand a very poor chance of succeeding. You march your army as close as possible to the fort and then choose 'offensive' option from the military menu. This will enable you to take the enemy head on, rather than trying to bribe your way in the back door, never a good option.

OTHER METHODS OF ATTACK

Trap door spiders have a novel way of attack. They lie hidden until their prey walks past the door, and then they leap out and attack — bingo. Use this method of ambush against other armies. First, send out a spy to determine the size of their army then, if it is worth the effort, raise an unreluctantly large army and jump the unsuspecting bastards, get the loot and get back home.

FIGHTING

Archery is one of the first methods of attack which you will be using — unless you bump into an army on your 'goodwill' missions, then it is down to sword fighting.

With archery, you must be careful you know where your enemy is. They have a habit of getting behind your line of vision. To combat this always keep on the move and try to avoid the incoming arrows. A good move is to aim more fire continuously until one side is down.

When swordfighting, a sure fire way is to coast the wall over the head rather than slice it off. To do this move the mouse forward and then press the left mouse button.

SEA BATTLES

There are a different battle of sea altogether. Something you should avoid is to get too close. This means sailing is out — this tactic inevitably ends with both sides sinking.

Get close, then let the archers and cannons loose at your enemy. When he has a fix on your distance, change distance and start again.

TRADE

Trade is only really good in one of two situations, the first being the best — you have money to burn and you wish to buy castles. This way you gain a fort, men and whatever else was in it at the time, giving you another

PLAY TO WIN

foot in the door.

The second, which is done incorrectly can spell certain doom, is if you sell too many forts to raise money. This will entail you becoming too poor to raise armies.

The final way, which is also not entirely advisable, is to move an army out and give them enough supplies to last them for a while. Then get a caravan to take the rest of the goodies out of the fortress. Sell the fortress to some unsuspecting neighbour and if it and when it is bought, go on the offensive and attack it, thus gaining the money you sold it for and the fortress (if you manage to win). Either do not do this or only once or twice. Otherwise there goes the neighbourhood.

KEEPING CASTLES

If you wish to stop your castles from being taken from you, it is sometimes a good idea to keep a good sized army in the fort. This prevents your neighbours getting frightened and trying to take over your forts. One way of actually getting soldiers on your side (not yours) is to corrupt them, but you need spies to enable you to know how much is required to bribe them to fight the good fight.

Regular caravans from your forts are a very good idea, this prevents the enemy from getting their grubby little hands on your loot, if they attack and win one of your forts.

PEOPLE PROBLEMS AND HOW TO DEAL WITH THEM

You gotta keep the masses happy — military and non-military personnel. You need incentives to keep them on your side. Being a good guy is not always enough. If they are malcontented for too long — they rebel, either by burning the taxes or killing

NEW YORK WARRIORS



The Year 2014 - New York is lost to organized crime.
Only a select few remain loyal to law and order
- They are THE WARRIORS.

You, as 'THE WARRIOR' have to fight your way through
the streets to save New York using an
awesome array of devastating
weapons. If you fail, New York
will be destroyed by a nuclear
device planted in the World
Trade Centre.

You cannot, you must not, fail!



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PLAY TO WIN

U'Abay Bahr grand caliph of El Bakem,
look for negotiation with the Ali grand
caliph of El Baradij, 30 days of
armistice between our empires.

The grand caliph of El Baradij, may, as
a sign of my good will, accept this
humble gift. May Allah help us in
reaching an agreement.

Handwritten signature

As the action heats up you will find other Caliphs that do not want you to get in their way, so prepare an
armistice. Whether you take it or not is up to you. (Think about it, when is the best time to attack?)

CALIPHS ALI BAHR

Choose this character for a really
tough game. It seems that his
citizens are really pleased and
keeping burning his taxes, thus
making it extremely difficult to
get anywhere in the game.

ALI

This man may be old but he has
a nice balance of most things.
His people tend to be quite
loyal, but can be pushed if not
kept happy.

UTMAN

This character is middle of the
road.

UMAN

Choose this one if you want a
reasonably easy life. Makes a
good balance of taxes and lack
of fire, but has an island so
you can see attacks from afar.
However, watch you do not get
carried away.



Ali's fleet captain, straight ahead to our target.

Tired of the fighting,
Ali had decided to
abandon any claim
towards the title of
grand caliph of
Khuluan. Withdrawn
from the public he
dedicated the rest of
his life to religion. In
the hands of the
enemies Khuluan looks
towards an uncertain
future, but that's
another story, maybe
to be told some other
time...



How it really becomes so tough for you to continue? Or of course not, so what are you waiting for? Go get em.



SEXY ROBOTS

In a country where it is possible for inanimate objects to have a soul, robots have always caught the imagination. Hajime Sanyama is the Japanese artist responsible for creating 'sexy robots', high quality airbrush pictures of robots with an idealised female form. His work is much in demand and it's been used to advertise products by Timex, GMH and Fiat and is also featured on this month's cover!



Pat Myerson's cycling gear hid under the collar in the robot movie *Westworld*

I Robot

Robots have been in use industrially since the Seventies, but how close is science to creating the kind of robots we see on the big screen? Mike Pattenden has twenty seconds to comply . . .

five years back I had the mixed fortune of staying overnight for British Airways. As my flight approached Heathrow the plane not height rather too rapidly for comfort, in fact it felt as if it was dropping out of the sky like a brick, the seat down on the tarmac with an uncomfortable thump and as we taxied with some relief to the terminal the pilot apologised for the clumsy landing. 'I'm sorry about the rough take-off and gentlemen, but that's the first time we've landed on automatic pilot'.

These days planes take-off, land and fly most of their journeys on automatic pilot, with the crews taking the odd switch. Automatic pilots are becoming increasingly

sophisticated and, because of their role as intelligent manipulators of machinery, they're classed as robots. Research is going on daily around the world to bring about the day when robots run our lives ever closer. At the Turing Institute in Glasgow they're developing an automatic piloting system in conjunction with British Airways and Rolls-Royce for a project called HOTOL, a platform jet capable of travelling through space at high speed. If funding is increased the institute claims we'll see a passenger service from London to Sydney which takes just half an hour.

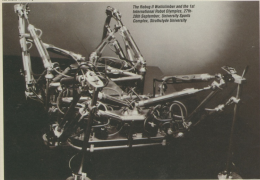
A robot future, once seen as an unpleasant fantasy, is fast becoming a reality. There are nearly a quarter of a million sophisticated robots already in action

around the world, and scientists are predicting a robot population of ten million by the late 1990s. Unsurprisingly, Japan has the largest proportion of those already in existence with some 120,000 working models (approximately one for every 500 Japanese) and three hundred manufacturers.

If automatic pilots don't quite fit the accepted notion of robots, then neither does the idea of welding units, assembly lines and paint spraying, but it is exactly these industrial applications where robots affect our lives the most. The car industry is probably best known for its automation lines, and most major manufacturers use robots in their production processes. The FIAT name is closely identified with its 'built by robots,



So man, ASIMO style



The Roby of Westchester and the 1st International Robot Olympics, 27th-28th September, University-Sports Complex, Hiroshima University

driven by people" slogan. They have what is generally accepted as the world's most automated plant at Cassino which turns out 400,000 cars a year using a workforce of just 7,000 people, amounting to one car per person each week. By 1999, Nissan is aiming to produce as many cars with just a third of the Cassino workforce at its Sunderland factory.

In Japan, where much of the industry is already highly mechanised, the Impact Corporation recently ran into funding problems for its giant multi-national ventures, the factory of the future. Using the IMS (Intelligent Manufacturing System) and financed by huge corporations like Hitachi, Nissan, IBM and Xerox, the Impact Corporation is attempting to integrate

computers and robots totally by linking the machines to sophisticated terminals. This way production lines will be able to turn out completely different products at the flick of a switch.

Current applications for robots in day to day life are diverse and impressive. The benefits of using intelligent machines to take on the burden of manufacture or employing them in hazardous conditions is enormous. The Tokyo Fire Department is developing a crawler fitted with suction pods to allow it to climb high-buildings. The Carnegie Mellon Institute in Pennsylvania is at the forefront of developing robots to use in the nuclear industry where levels of radioactivity are too high for humans. Their RemoDis Reconnaissance Vehicle has already

explored and remediated the basement housing the crippled Three Mile Island reactor. Robots have already been employed in deep space. The Viking/Lander which landed well and sent back pictures from Mars qualified as a robot. NASA are currently developing an Orbital Manoeuvring Vehicle — an unmanned space tug — to deliver and retrieve satellites.

It is in the realm of military research where many of the most significant strides are being taken. Robots are currently already employed in trouble spots like Northern Ireland. The 'Wheelbarrow' is a teleoperated bomb disposal robot fitted with a camera, operated from a safe distance. Military research is extremely well funded and able

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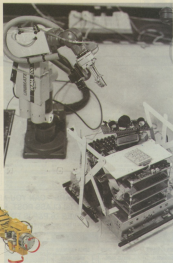
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to take on projects of science-fictional proportions. Research in the US aims to make robots autonomous instruments of action. Investigation yields a list of names that could have been culled from a Soviet spy list: SHARC, PROLUM, DART, GDS, PHIM. Robot Defense Systems in Colorado have come up with the host of all: PROVALER is a multi-purpose six-wheeled all-terrain robot fitted with three video cameras, M60 machine guns and a grenade launcher. It's proposed deployment area is the Middle East — not a minute too soon.

If you thought those sentinel robots found in games like *Impossible Mission* and *Interphase* were fictional, check out Robort, a device fitted with body heat sensors, a 68000 5798-1 computerised brain and voice synthesiser which announces the alarm 'Paddy the Robot' says with shouts of 'Intruder Intruder!'. It's currently employed by the Navy to guard one of its depots. It's proven a success, patently duty may be a thing of the past.

Employing robots in this way brings the world of fact and fiction uncomfortably close. Agencies in the US are already investigating the use of unmanned 'smart bombs' — intelligent missiles that make Cruise look like a paper dart. The prospect of real SCODs breaking Asimov's Law of Robotics (see panel) by turning on humans is too



This machine collates and integrates sensory information to provide knowledge of the outside world



close for comfort. Robots are likely to be devoid of anything as sophisticated as a conscience for ever which makes them the ultimate killing machines. If they fall into the hands of terrorists the results could be devastating. There is already one case in Northern Ireland where a soldier narrowly escaped death when the IRA jammed the operation system of his 'wheelbarrow' and turned it against him.

If the kind of robots currently in action are made by the standards of expectation, the strides being taken towards the creation of a robot with the capabilities of a CPOD are great. Second generation robots, that is, robots with brains, are becoming ever more sophisticated. Various projects at research level currently employ robots with such diverse and complex characteristics as

TEN ROBOT FACTS

- 1) The word robot was created by the Czech playwright Kapek in 1920 from the Czech word 'robota' or forced labour.
- 2) American Joseph Engelberger developed the first industrial robot.
- 3) Lashenko Da Vinci created guitars and pianos with a mechanical lion which walked and talked.
- 4) Volkswagen have unveiled a prototype car that can park itself with the aid of a computer in its brain.
- 5) The first work in artificial intelligence was carried out by mathematician Dr Ian Turing in 1955.
- 6) Joseph Weizenbaum devised a language analysing program called ELIZA which is now employed in

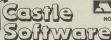
some psychiatric hospitals to aid diagnosis.

7) New Zealand has developed a robot which dreams sleep.

8) The latest home gadgets are intelligent vacuum cleaners and dish washers which alter their effort through the use of 'fuzzy logic' chips.

9) For a robot to traverse outer country terrain its sensors have to operate 100 billion times a second to perceive the required imagery.

10) Baron von Karaplan built the first chess playing robot in 1769, a Turkish figure which sat on a box in front of a board and took on all comers. It's presumed he kept a chess board inside.



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Roboage II — The expert is Paul Hartman: it's almost as if it were in production, but real-life man-machine productions are still some way off.



... although American defenses are currently examining the possibilities of cybernetic protection

tactile sensation, infra red, stereo and ultra sonic vision, speech and even smell. Most importantly they are thinking for themselves — at a level of intelligence below that of the simplest organisms here, but artificial intelligence, scientists are discovering, is almost infinitely complex. It is here that the key to creating robots sophisticated enough to think and act for themselves lies. Games players have long had experience of artificial intelligence. Many releases employ AI systems, particularly sophisticated role playing games and adventures. The classic example of AI in action is a chess simulation, available for every make of machine from console to PCs. In the past no program created could hope to take on a grandmaster, until one called *Magister*. Perhaps recently took a game off former world champion, Anatoly Karpov.

Quite how intelligent robots can be is open to argument. Dr Peter Mowforth of the Turing Institute is unimpressed by the current level of development. "We're at a pretty pathetic stage really, we have swimming robots,

librarian, and even moving robots here, but most are confined to the laboratory whilst many of the others in service are closer to a JCR." He is currently funding an anthropomorphic robot — one which resembles a human being — with a digital voice, two cameras and a 'order' reflex system, which makes the head turn towards noise and light. "We're always working with shifting boundaries. As we learn more we now possibilities open up. The mixture of skills needed to create a sophisticated robot — engineering, programming, mathematics — are great and we're pushing the boundaries back all the time in these areas."

One scientist has made it his goal to produce useful personal robots within the next thirty years. Professor Kato works at the Waseda university just outside Tokyo. He is a country where the old may soon outnumber the young. Personal robots are his answer to saving the aged. He is already famous for developing the *WARBOT-2*, the anthropomorphic piano playing robot.

The possibility of creating cyborgs is less

BIZARRE ROBOTS

Robots are already being asked to perform a number of peculiar tasks: **ROBOROCK**: Scientists have devised a robot cow with eight heads and a digitised gourd to attract piglets. This allows farmers to stop the spread of infection from sick swine.

FRUITBOT: Robots in Japan have designed an orange picking robot with manipulator and TV cameras which can sense ripeness. **ROSCMOON**: The Fuso Kagel or Marunagai factory in Japan has developed a headless model for the

fisheries including that can hold up to 200 pounds.

UNWITBOT: Tom II is the world's first perspiring robot. He sweats when steam is pumped into his head and through the 225,000 pores in his body. He's used to test facilities designed to keep cool inclement humidity.

ROSCIDENT: A flexible soft head with a full set of teeth is being used in Japan to train students at Tokyo medical University. Having treatment or a slip of the drill causes it to say 'ouch!'

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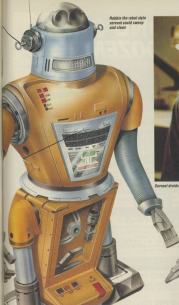
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encouraging. The ultimate robotic machine is RoboCop, but the reality of cybernetics is that scientists are further away from synthesizing the body with non-human parts than ever. The research in this area is largely confined to medical matters, where it can provide the most benefit. The University of Wisconsin is designing a powered walking shell for paraplegics. However, research labs in the US are examining the possibility of implanting microchips in the brains of pilots which, linked to the combat control, would provide a mental heads-up display straight out of a William Gibson novel. Furthermore, the Defense Advanced Research Projects Agency in the US is examining the collective interaction and cooperative behaviour among a group of autonomous robots which could produce a

type of intelligence that incorporates telepathic understanding and communication. This should concern anyone who has watched what happens when robots get out of control in the movies. In the Terminator and RoboCop the androids are unstoppable, as they could easily be in real life if we develop modes of reasoning and perception that do not resemble anything in the real world. Asimov's laws are broken daily already as robots injure humans in industrial accidents — last year six people died in Japan as a result of robotic machinery 'turning on' by starting without warning. Many feel, though, that the greatest danger lies in the development of artificial creatures whose thought patterns and motivations are not clearly understood.

ASIMOV'S THREE LAWS OF ROBOTS

The celebrated science fiction author Isaac Asimov provided many things in his books including a world where robots served humans. He also postulated the rules that should govern their behaviour, a set of robot ethics:

- 1) A robot may not injure a human being, or, through inaction allow a human being to come to harm.
- 2) A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.
- 3) A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

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COP 'ZIS'

No, it's not a character from a new sci-fi movie blockbuster. In reality, this guy is a member of the GIGN (Groupe d'Intervention de la Gendarmerie Nationale), the elite French riot police. Unlike our own British bobby, the GIGN aren't called out everytime there's the slightest hint of a public disturbance. These guys only come into action in extreme cases, and that's just as well.

A fully armed gendarme carries a pump action riot gun loaded with rubber bullets, crossbows for silent assaults, hand grenades that blind the opposition with a bright phosphorus light before exploding and a special headset incorporating a nightvision

eyepiece. For extreme cases, they carry the German Heckler and Koch submachine gun, complete with laser sight.

With entry standards to rival the SAS, GIGN applicants are thoroughly tested under frightening conditions, so it's no wonder only one in a hundred are accepted. The applicants have to be physically and mentally superb fit as, at the end of training, they are expected to be experts in boxing, karate, parachuting, skiing, abseiling and explosives.

The GIGN have been in operation for quite some time now, with a large degree of success. It definitely signals the end of the weekly fight outside *The Intrepid Fox*.



What's happening in the world of software? CU gives you the latest gossip, news and views from inside the software industry.



Kick Off 2 gets the red card.

FOUL PLAY

CU's offices have been flooded with letters from state readers complaining about Anzo's misleading advertisements for Kick Off 2. In their advertisements, the company clearly states that soccer kicks are possible and that line-men and a referee are also part of the game. Even the packaging and manuals for Kick Off 2 Plus World Cup '90 include such promises. Apparently, these options were not included because they weren't relevant

to the game and ate up memory. However, bowing to demands from disgruntled gamers, Anzo are releasing a new version of Kick Off 2 which will finally deliver the game promised in their ads. If you've already bought the game, don't worry. For a £1 handling charge, Anzo will gladly exchange Amiga versions of the Month Copier for the upgrade. CU does like a happy ending!



Look of the Month: It's Andy Derwick.

NEW FACE

CU rolled out the red carpet this month to welcome our newest member of Staff, Andy Derwick. Andy will be handling the layout and design of the magazine. He's already had at work redesigning CU in time for our 100th issue birthday celebrations next month. Having worked for

News International and the Daily Telegraph, Andy's no slouch in the designer stakes and aims to give CU a more polished and up-market look. He's also a fanatical gamer, known for his 24 hour playing binges, so we're keeping the games room locked when he's around.

For pity, Andy wants you to write to him now!



UP UP AND AWAY

The Amiga continues to take the computing world by storm. Micro Prose have kindly revealed their 1990 and 1991 market research which gives a breakdown on which computer will be top dog in the high street software. There is no doubt that the Amiga is way ahead of its rivals. In 1991, Micro Prose predict the Amiga will have a near 25% share of the market compared to the selling ST's 15.5%. This trend was reinforced by a recent Computer Trade Weekly poll amongst its readers. C.T.W. is the results, and wholesale bible of the computer market; and the poll revealed the increasing dominance of Commodore products and, in particular, the Amiga.

To further increase the machine's dominance, Commodore have put together a new bundle for

Christmas. Provisionally called Screen Series, the new package for the Amiga includes *Days of Thunder* from Mindscape, Microsoft's *Back to the Future 2*, Ocean's *Night Breed*, *Shadow of the Beast 2*

from Pinygnois and Deluxe Paint II. With this kind of backing, it looks like the Amiga should pick up another 50,000-100,000 users by January!



Power power! DOMARK in Domark.

THE DIRT ON DOMARK

On a recent trip to the Domark offices, some of the CU staff managed to sneak off and rifle through the Domark scrap book. Detailing the company's rise to world domination, the book offers a photo-history of the software from the launch of Domark back in the early 80s to its present, impressive

catalogue of titles. But what a shock! It appears that Mark and Dominic, the driving force behind the company, are really hippies at heart. Here they're captured in full regalia in Carnaby Street preaching love and peace to all and sundry. So this is what they do in their free-time!



SUBBUTEO COMPETITION

Well, we were simply inundated with entries for this one. Unfortunately, most of them weren't any good. We're sorry, but you're all going to have to do better than "C.U. Rivers". The lucky winner, who walks away with a copy of Subbuteo World Cup edition, is Austin Thousless from Norwich, with his decidedly edgy "Clugga Soccer". Ten runners-up, who each receive a Subbuteo standard edition plus a copy of the Amiga game are: D. Watts, Hull; Lee Richardson, Middleborough; D. McIsaac, Islington; C. Burre, Amstey; Simon

Thomson, Clipping Norton; Emiel Linders, Holland; Ian Dean, Manserbyside; J. West, Manor House; G. Bascocks, Wotton Supper Mare; J. Peacock, London. Finally, the ten runners-up, who get a copy of the flicking brilliant Amiga version are: Anders Dahlberg, Sweden; Gareth Dymley, Bath; Andrew Hall, Cheshire; F. Correll, Essex; Alan Clark, Stevenage; John King, Broadstairs; G. West, Tyne and Wear; Stuart Sailer, York; T. D. Gosden, Sutton; Giles Newman, Ipswich. Please allow one month for delivery.

CU

AMIGA

Why turn to mags which bore you or talk down to you? From next month CU Amiga is going to be bigger, better, and even more in-depth and entertaining.



Drive along Moon Streets

BIGGER

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Why the change? Because 16-bit owners expect it. The Amiga is the finest home computer that money can buy, so here at CU Amiga we aim to be the ultimate games guide to the ultimate computer.

BETTER

What you'll basically be getting is better value for money with your new CU Amiga. And when you pick it off the news shelves you can be sure that you'll be clutching the smartest mag in the business. CU Amiga will be getting a top-to-bottom redesign — and the results will be stunning.

SCREEN SCENE

Watch out for the top games, the first reviews and the most comprehensive coverage each month. We'll maintain our position as the top Amiga games

guide in the country — but with new improvements. Take a look at our new Amiga specific panels. On our longer reviews we'll be giving details of any significant technical achievements a game has made, so keep your eyes peeled for information on scrolling speed, collision detection, numbers of colours used, updates and sounds and graphics styles. If an Amiga game looks significantly better than its ST counterpart — and why shouldn't it? —



Read the new look Screen Scene



Corporation—just one of the games given the Play to Win treatment next month.



we'll be printing comparison shots. And what have we got lined up in the way of reviews? *Battle Command*, *Total Recall* and *Mean Streets*, to name but a few.

PLAY TO WIN

The tips section is getting bigger. Rest assured that CU Amiga will be keeping you up-to-date with the most helpful hints on the big releases. *Operation Stealth*, *F-19* and *Neuroancer* and *Corporation* are four of the games you can expect tips on next issue — and if you don't fancy reading through our exhaustive guides why not glance through our quick tips strips?

NEWS & PREVIEWS

New signings, shots of imminent releases as usual. Expect to read crisp, informative stories, the inside news on games in development — all presented in a layout that's both attractive and accessible. And as news on CD-TV comes through we'll be publishing updates.

VIDEO VIEW

One of the new sections in CU Amiga. Don't expect reviews of *My Left Foot*, an established video journalist will be taking a look at all of the all-action blockbusters on rental and sell through. Fun films with gamers appeal.



The machine next month.

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